Steinhardt's Guide to the Eldritch Hunt

Join the hunt and uncover the eldritch truth in this nightmarish supplement for 5e.

Loot Tavern

THIS ENTIRE DOCUMENT IS BETA CONTENT

Heroes and villains always have the same backstory—pain.

The difference is what they choose to do about it.

Villain says "the world hurt me, I'll hurt it back"

Hero says "the world hurt me, I'm not gonna let it hurt anyone else."

This product is compliant with the Open Game Licence and is suitable for use with the 5th Edition rules system.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content:

All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, illustrations, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Steinhardt's Guide to the Eldritch Hunt © 2022, MonkeyDM Publishing SRL. All rights reserved.

Reference to copyright material in no way constitutes a challenge to the respective copyright holder of that material. MonkeyDM, the MonkeyDM logo, Steinhardt's Guide to the Eldritch Hunt and its respective logo are trademarks of MonkeyDM Publishing SRL.

Races 6
Accursed Tiefling 7
Cursed-Blood 8
Demidritch 11
Dwarf 14
Deep One Dwarf (Y'ha-nthlei) 15
Elf 17
Half-Elf 19
Human 21
Orc 23
Manikin 25
Scourgeborne 28

Jaeger Class 32
Creating a Jaeger 33
Class Features 35
Chapters 38
Absolute Chapter 38
Heretic Chapter 39
Marauder Chapter 41
Salvation Chapter 43
Sanguine Chapter 44
Additional Focus Arts 46
Finishers 46

Subclasses 48
Barbarian: Path of the Earthbreaker 48
Barbarian: Path of the Lightning Vessel 50
Bard: College of the Apocalypse 53
Cleric: Guardian Domain 56
Druid: Circle of Symbiosis 60
Fighter: Blood Archer 62
Fighter: Living Nightmare 65
Monk: Way of the Fire Dancer 67
Paladin: Oath of the Eldritch Hunt 69
Ranger: Lunar Warden 71
Ranger: Torturer Conclave 75
Rogue: Blade of radiance 79
Rogue: Shadow 81
Sorcerer: Scion of Madness 84
Warlock Patron: The Void 85
Pact boon: Pact of the Trigger 88
Wizard: Osteomancer 90

Feats 92
Backgrounds 94
Amnesiac 94
Beast Hunter 95
Cult Initiate 96
Disciple 97
Inquisitor 99
Investigator 101
Marked for Death 102
Scion 103
Worthless Husk 104

Spells 106
Firearms 125
Moongold Weapons 128

Steinhardt's Madness System 129

RACES

ACCURSED TIEFLING

The city of Luyarnha has never experienced the threat of devils, as if fiends fear coming near the city walls. This absence extends to those of infernal descent; tieflings born in the gothic city are severed from their devilish origins, their blood becoming tied to something far more sinister.

Called "accursed" due to their monstrous appearance, they are feared by most, and their powers envied by nearly as many, letting their jealousy morph into hatred; an accursed existence indeed. These tieflings possess a fraction of the power of their dark mother's boundless reproduction and are incapable of creating life, though they can create figments of it, with the most powerful capable of creating ephemeral copies of themselves to fight in battle. These tieflings never stay in the city for long, vanishing shortly after reaching adulthood.

Accursed Tiefling Features

Appearance. Accursed tieflings vastly differ from their brethren. Instead of a pair of horns, they have dozens protruding from their skull, akin to a never-ending cancerous growth. Their monstrous shape is furthered by the eye-like protrusions that cover the horns, although they are nothing more than bony sprouts waiting to burgeon. Their skin is thick, covered in bestial fur, and their muscular limbs are grossly misshaped; the human half of their heritage has nearly all but vanished.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Languages. You can speak, read, and write Common and Deep Speech.

Speed. Your base walking speed is 30 feet.

Child of the Black Goat. You have a climbing speed equal to your walking speed.

Darkvision. Thanks to your eldritch heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Eldritch Resistance. You have resistance to necrotic damage.

Legacy of a Thousand Young. You know the spare the dying cantrip. When you reach 3rd level, you can cast the false life spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the mirror image spell once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Constitution is your spellcasting ability for these spells.

Call of the Brood. If a Blood Moon is out while you are asleep, you have a dream (as per the spell, save DC 16). In this dream, the Black Goat places a compulsion within your mind, ordering you to carry out some activity as a torrent of images and sensations. When you awaken, you are automatically affected by a suggestion spell (save DC 16, cast as a 7th-level spell) in addition to the effects of dream, and must carry out the order.

Art by Roman Kuzmin

CURSED-BLOOD

The cursed-blood are so named for their accursed lineage, forever bound by the twisted tethers of their very own blood. From the moment of their birth, they are each adorned with a quiescent mask, sealing their features in a permanent expression of cold, unfeeling marble. Nevertheless, these fated beings find strength in the familial bonds that tie them together, for they must rely on each other to survive the foul scourge that has befallen Luyarnha.

Alas, the cursed-blood are shunned and abhorred throughout the city-state, only finding refuge far from the prying eyes of society, amidst the squalor of the city's slums. In these desolate corners, where madness and scourge ravage the populace, the cursed-blood stand vigilant, ever protective of their own kin, finding solace in their shared bane.

The cursed-bloods' origins are viewed as a taboo subject not to be spoken of by the populace, to avoid incurring the wrath of those above. According to whispered rumors, the curse was a punishment meted out by vengeful Great Ones, a retribution for sins committed by their forebears. Once, their kin—demons, dragons, and other creatures of flame and brimstone—roamed freely across the world, but they have long since disappeared, banished from existence by the enigmatic beings that lurk in the glacial void beyond. Now, all who share even a drop of their blood are condemned to a wretched existence, their individual origins erased and replaced by the familial bond they forged from the crucible of their affliction.

This curse, wrought from birth, is both tragic and horrific. Each born as conjoined twins, one of them must inevitably perish for the other to live. Although the death of their twin happens in the womb, the cursed-blood can still hear and feel the echoes of their lost sibling's voice within their own soul. This unspeakable atrocity against life twists their flesh and soul, and forces them to carry the remnants of their other half within their chest in the form of a gaping maw, an eye, or some other feature over which they have no control.

Cursed-Blood Traits

Ability Score Increase. Your Dexterity score increases by 1 and one ability score of your choice increases by 1.

Age. Cursed-bloods develop much faster than humans, reaching maturity after 5 years, and have shorter lifespans, passing after roughly 60 years, though some rare individuals have lived up to 100.

Alignment. Though reviled since birth, most cursed-bloods strive toward lawful and good behavior, willing to sacrifice everything for their family. Yet, some cursed-bloods develop a nihilistic hatred for all life, reinforced by the utterances of their conjoined corpse.

Size. Cursed-bloods average about 4 feet tall and weigh about 100 pounds, with elongated limbs and necks. Your size is Small.

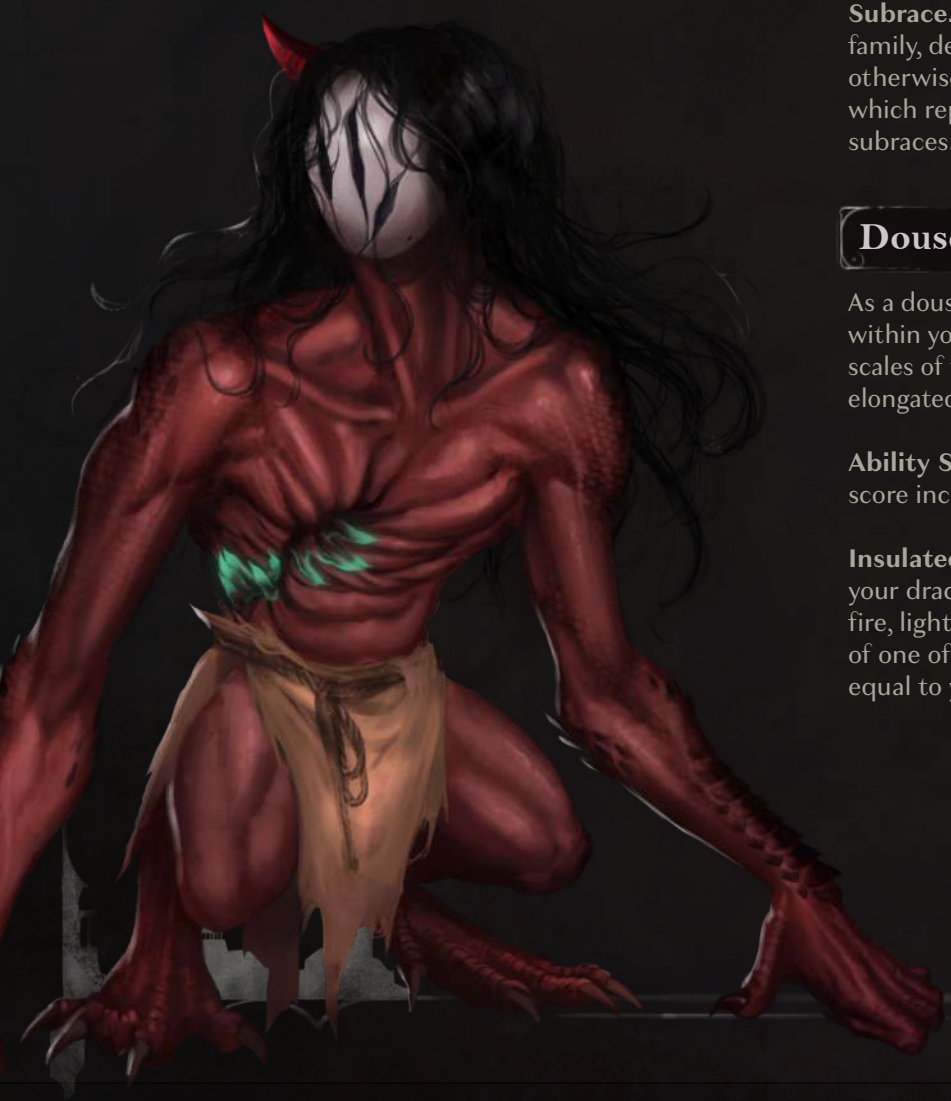
Speed. Your base walking speed is 25 feet and you have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor.

Languages. You can speak, read, and write Common and your choice of either Draconic or Infernal (choose when you select this race).

Vigilant Nature. Your survival instincts are sharper than most. You can't be surprised. On a turn when you would be surprised, you can't attack or cast spells that affect enemies.

Conjoined Twin. Your dead twin manifests on your body in one of the following ways of your choice:

• ***Chest Maw.*** The mouth on your abdomen can devour many things, temporarily storing them in a pocket dimension within you. It can hold up to 250 pounds of material, not exceeding a volume of 32 cubic feet. If you fall unconscious or die, you harmlessly regurgitate all materials in your maw. Breathing creatures inside your maw can survive up to 1 minute, after which time they begin to suffocate. After 24 hours inside your body, a nonmagical item is destroyed, consumed by your body. If it is a magic item, a creature, or a corpse, you regurgitate it instead. Starting at 5th level, you can store materials indefinitely (but still not while unconscious or dead), and the dimension's volume and weight it can hold doubles.



• ***Heedful Eye.*** As long as the eye in your chest is open, you have darkvision out to 120 feet. You can cast detect magic once while the eye is open, regaining the ability to do so when you finish a short or long rest. Starting at 5th level, you can cast see invisibility once while the eye is open, regaining the ability to do so when you finish a long rest. You can open the eye as a bonus action, and close it at will (no action required).

• ***Gaping Remain.*** Ripped out of your chest, due to your will or perhaps your twin's, it now only exists within you in spirit, capable of influencing the world through you.

- You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to five times your level. The voice the creature hears isn't yours, but that of your twin. The telepathic speech is made in a language you know, and the creature understands you only if it knows that language. Starting at 5th level, the creature is able to telepathically respond to you in a language it knows.

- You learn the *mage hand* cantrip. You can cast it without any somatic or verbal components, and the hand has the appearance of your twin's. Your spellcasting ability for the spell is Charisma.

Subrace. Although all cursed-bloods view each other as family, depending on their origin—draconic, infernal, or otherwise—their flesh has evolved in various ways, which represent their subrace. Choose one of these subraces.

Doused Cursed-Blood.

As a doused cursed-blood, the blood of dragons flows within your veins. Your body is more reptilian, with scales of the same color as your draconic ancestors, elongated claws, and a fierce gaze behind your mask.

Ability Score Increase. Your Strength or Wisdom score increases by 1.

Insulated Skin. Choose two damage types that reflect your draconic or demonic ancestors, among acid, cold, fire, lightning, and poison. Whenever you take damage of one of those types, you can reduce it by an amount equal to your proficiency bonus.

Hulking Cursed-Blood

As a hulking cursed-blood, you have remarkable resilience, akin to the great demons of old. You're probably on the tall side for a cursed-blood, and the scales on your skin look as if made of stone—obsidian and marble are the two most common colors, but flesh akin to rubies, sapphires, or other precious stones also exist.

Ability Score Increase. Your Constitution score increases by 1.

Stone Skin. When you suffer a critical hit from an attack that deals piercing damage, the attack doesn't deal extra piercing damage to you from being a critical hit.

Mirage Cursed-Blood

As a mirage cursed-blood, your infernal legacy is apparent. Your body can possess horns, and sometimes even a forked tail, this devilish origin of yours also elevates your mind above that of your peers. Some say that in another life mirage cursed-blood were tieflings—beings seldom seen in Luyarnha today.

Ability Score Increase. Your Intelligence or Charisma score increases by 1.

Shadowveil Skin. You can attempt to hide even when you are only lightly obscured by shadows, smog, acid rains, or other urban and industrial phenomena. In addition, you can move through the space of any creature that is of one size larger than yours.

DEMIDRITCH

Easily distinguished by their eyes—brightly coloured irises that swirl like galaxies in a jet-black sclera—demidritch occupy a precarious precipice in the minds of Luyarnhians, equal parts revered and abhorred. Born of a union between humanoids and eldritch beings, demidritch are often referred to as 'half-angels', a misnomer arising from Luyarnhians' mistaken belief that these creatures are descended from celestials. Stories abound of radiant silhouettes—eldritch creatures wreathed in powerful illusions—appearing unto pregnant Luyarnhians and blessing their progeny with otherworldly powers.

While the Radiant Church espouses no stance on the morality of such beings, elements amongst their ranks, most notably the bookish Obitus Scholare, prize the demidritch as precious specimens that may provide the key to humanity's survival. The deeds of the righteous demidritch Aitzaz, a first hunter and close friend of Steinhardt, are widely recounted by bards and minstrels across the city. His death at the hands of the ravenous scourge while evacuating schoolchildren precipitated a shift in the treatment of demidritch by Luyarnhians. Though they may have otherworldly origins, the alignment of demidritch, like most humanoids, is a product of their environment and upbringing.

Within the walls of Luyarnha a statue of the righteous demidritch Aitzaz was built by hunters to honor his heroic sacrifice

Art by Ari Ibarra

Origin

The act of childbearing is, in itself, a heroic endeavor that women courageously undertake, placing their bodies at risk to ensure the perpetuation of their lineage into the distant future. In most societies, this sacred act has been revered; yet, within the confines of Luyarnha, it can assume an unsettling guise. In this city, certain women find themselves beset by nightmares, only to awaken and, within mere days, experience the telltale nausea of pregnancy, despite their unblemished chastity: blessed by the offspring of a Higher Power—or so it is believed.

While some regard this union as a divine blessing, it cruelly prevents the expecting mother from ever establishing a family, for the demidritch offspring rends the womb asunder with their foreign constitution during birth. Should the trauma not be swiftly attended to, the mother's life can meet an abrupt end. In response, the church has taken to gathering those who exhibit this miraculous conception to ensure their safety during labor and to exert a modicum of control over the potent half-divine progeny.

For some women, particularly those of faith or those deemed unworthy of love, the prospect of receiving this so-called blessing is welcomed. Such a union would grant them sanctuary within the church's protective walls for the remainder of their lives, offering them the semblance of a family they might not have otherwise known, however fractured it may be. Yet, others are repulsed by this fate and seek to defy it, often with tragic results. Those who reject the church's embrace might give birth in forsaken alleyways, casting their children away or consigning them to orphanages. A fortunate few, perhaps bolstered by exceptional financial fortitude or familial support, succeed in bearing their offspring and providing them with as normal a childhood as Luyarnha's grim circumstances allow.

This enigmatic phenomenon has left even the most erudite scholars utterly perplexed. It is widely accepted that the Great Ones are incapable of procreation, and yet. Various theories have been postulated in an attempt to fathom the origins of these peculiar offspring—some conjecture that they serve as beacons, as the Great Ones disseminate their consciousness across the vast reaches of the cosmos, with fragments ultimately embedding themselves within the bodies of these unsuspecting mothers; consequently, the resulting progeny would function as a beacon to draw the Great Ones nearer to the world—others suggest that, due to their intrinsic sterility, the Great Ones crave a surrogate through which to vicariously experience creation. However, the motives of these enigmatic entities are, by their very nature, inscrutable to the mortal mind, and any attempt to decipher their intentions is inherently constrained and flawed.

Traits

Ability Score Increase. Your Charisma score increases by 2.

Age. Demidritchs mature faster than humans, reaching adulthood after 10 years. Their eldritch powers cause their body to decay much faster, they can live up to 60 years old.

Size. Demidritchs have the same range of height and weight as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your many eyes were made to see through the darkness of space. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shard of Infinity. You are born of the galaxies and their endless void. You have resistance to cold damage.

Astral Being. Your many eyes grant you sight. You have advantage on saving throws against being blinded

Languages. You can speak, read, and write Common and Deep Speech.

Subraces. Depending on their lineage, demidritchs have different subraces, which represent their variation. The DC for abilities given by the subraces is equal to 8 + twice your proficiency bonus.

Oculare

Also called observers, the many-eyed, and watchers, oculare always possess a greater allocation of eyes than one might expect. Commoners often describe the feeling of being watched when in the presence of oculare; in fact, such individuals commonly find themselves in the employ of the militia or church as investigators, their natural perceptiveness giving them a keen advantage.

Ability Score Increase. Your Constitution score increases by 1.

All Seeing Eyes. Starting at 3rd level, you can use your action to unleash your progenitor's eldritch energy, causing eyes that glow with an ethereal quality to open along your body and clothing for 1 minute. For the duration, creatures within 60 feet of you can't gain advantage on attack rolls against you as a result of being invisible or unseen.

Starting at level 12 you also grow eye-covered eldritch wings which grant you a flying speed of 30 feet and the ability to see invisibility out to a range of 60 feet.

Once you use this trait, you can't use it again until you finish a long rest.

Watchers. You are proficient in the Perception skill.

Nebulare

Beneath the translucent skin of the nebulare flit constellations of multihued lights: galaxy-like swirls and nebulous clouds. In times of great peril, these colourful displays can erupt in a supernova-like display of radiant brilliance, creating localised gravitational fields that help ensure the escape, and continued proliferation, of the nebular demidritch.
Though the progenitor of the nebulare, an Outer God, has created no new nabulare for some time, the bloodline can go dormant for several generations, manifesting seemingly at random among newborns. Of course, with the Radiant Church experimentation in full swing, whether or not the recurrence of nebulare is really at random is an unanswered question.

Ability Score Increase. Your Strength score increases by 1.

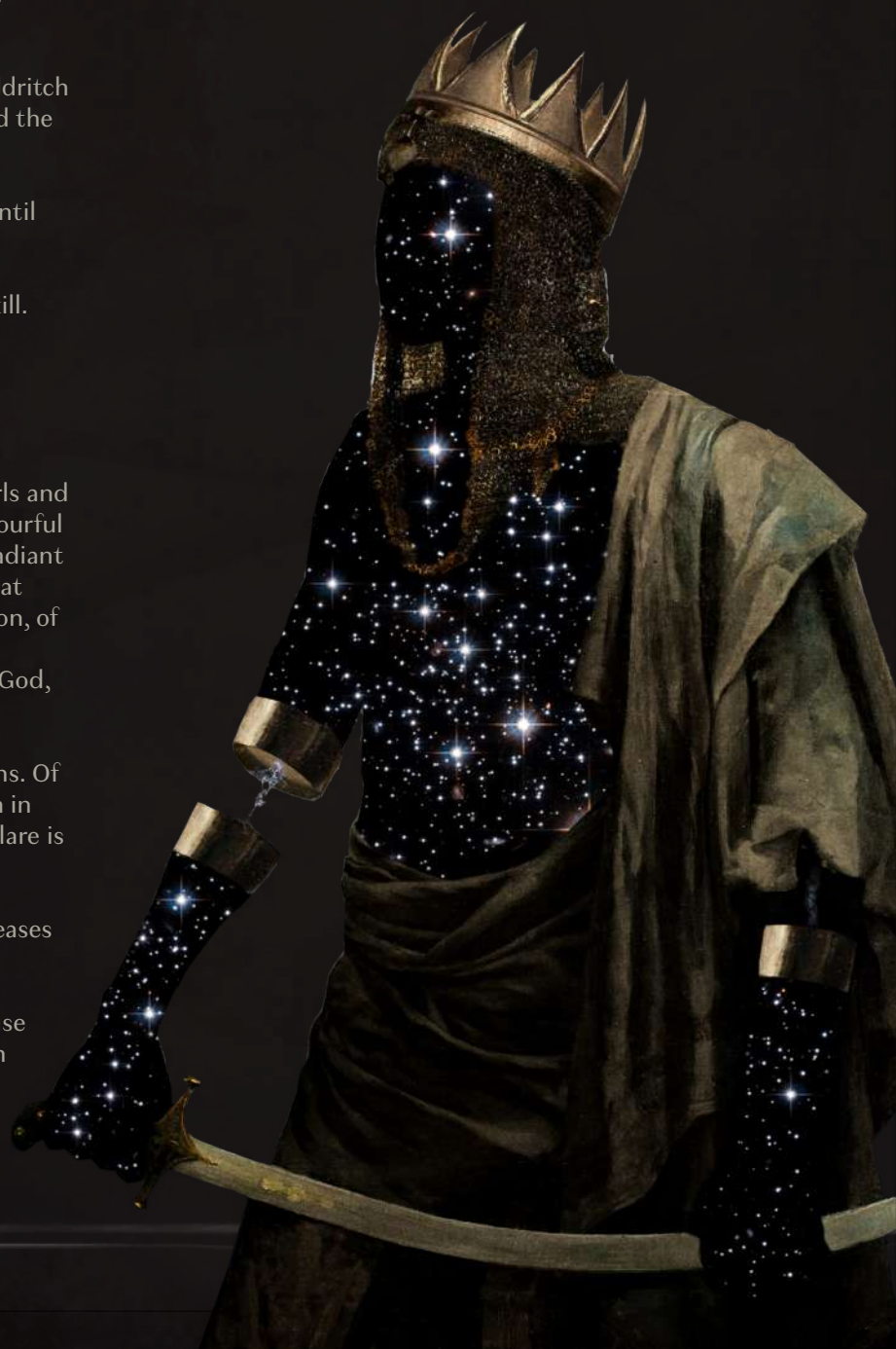
Astral Attraction. Starting at 3rd level, you can use your action to unleash the potential energy within yourself, causing your body to erupt with power and transforming it for 1 minute.

When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of radiant damage from the explosion equal to your proficiency bonus.

While transformed in this way, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You generate a powerful gravitational field. The area within a 20-foot radius centered on you is considered difficult terrain for creatures of your choice that you can see. Starting at level 12, this radius increases to 60 feet and you can ignore gravity, granting a flying speed of 30 feet during which you can hover.

Once you use this trait, you can't use it again until you finish a long rest.

Glow. You can cast the *light* cantrip on your own body at will.



DWARF

In the days of the First War, an era that marked the initial curiosity of myriad nations towards Luyarnha, a scattering of Dwarves from far-flung reaches of the world found themselves irresistibly drawn to this beleaguered city, a crucible of turmoil and devastation. Amongst those who joined the cause, the majority were mercenaries, whilst others were noble souls seeking to lend aid, and finally a few harbored ambitions of extracting wealth from the faltering nation. As the tides of war shifted, those Dwarves who had chosen to engage in the struggle were offered homes and gold in gratitude for their service, persuading many to remain, forever entwining their destinies with that of the city. The few families that had settled in Luyarnha commenced the trade of precious ores, using their connection to their homeland and harnessing the sophisticated railway system already in place there, thus expanding it within the very walls of the city-state.

The Cardinal Sin

"Thou shalt not steal," a dwarven tenet as ancient as their race itself, yet one that an unfortunate number amongst their kin failed to honor. In their homeland, theft was deemed a cardinal sin, punishable to the utmost extent of their laws, at times even by death. Those dwarves harboring avaricious desires deep within,biding their time for the perfect moment to sin unpunished, saw their opportunity amidst the war-torn Luyarnha. Concealed within the ranks of their well-intentioned brethren, they entered Luyarnha only to scatter, some swept away by the tide of war, but those who survived coalesced into marauding bands preying upon the vulnerable. Their plundering persisted until they dared to trespass upon a dwelling that should have remained undisturbed, its walls etched with an archaic language, and its occupant patiently awaiting their intrusion. Unwittingly, they had captured the attention of an entity far more formidable than they could fathom. On that ill-fated day, the lives of these dwarves were irrevocably altered, as they metamorphosed into the Y'ha-nthlei, the enigmatic Deep Ones, a destiny far grimmer than death.

The Long Night

A multitude of dwarves had chosen to dwell within the Waterfront district, where the central railway terminus lay, and the ships dock, their shared culture fostering a harmonious coexistence. In a mutually beneficial relationship, they imbued the district with distinct dwarven elements, adding to the gothic architectural landscape and bequeathing the area with a unique aesthetic that endures to this day.

Yet, the enigmatic Deep Ones, though but a minority amongst Luyarnha's dwarven populace, insidiously encroached upon the Waterfront district. They renounced their thieving ways and instead, embarked upon a sinister campaign of abduction, forcibly indoctrinating their unsuspecting brothers into the worship of their slumbering sovereign, slowly corrupting the inherent goodness that once thrived within the district's walls.

One fateful night, the Deep Ones executed a vast, coordinated kidnapping, spiriting away hundreds of dwarves in the span of a single, darkened eve — the Long Night. Wanted posters soon plastered the city streets, while the cursed bloods and scions marshaled their forces, and the church dispatched their hunters, all determined to unearth the truth behind the sudden, inexplicable vanishings. And, as mysteriously as they had vanished, the dwarves reappeared, slumbering upon the shoreline, fragrant with the potent aroma of alcohol. The House of Blood's interrogations yielded naught, and soon town criers announced the incident a grand dwarven celebration of the new lunar year, characterized by inebriation and disorientation, leaving the dwarves with no clear memory of the events. Yet from that day forth, a heightened presence of hunters and wardens patrol the district, either to impart a sense of security or, perhaps, because those in authority are privy to some unsettling secret.

Ever since, the dwarves of Luyarnha have felt a disquieting shift in their lives. Though many remain untouched by the insidious corruption of the Deep Ones' cult, blissfully ignorant of its existence, uncertainty lingers in the air as to how long this fragile equilibrium will endure, before another Long Night befall the remnants of dwarvenkind within Luyarnha, reducing them to nothing but enslaved thralls.

Raiders to Smugglers

The Scions, scientists skilled in melding life through electricity to craft manikins and other constructs, grew increasingly reliant upon trade, their experiments demanding gold, mithril and other alloys capable of withstanding the forces of lightning. Yet, as the Scourge surged anew and Luyarnha was once more besieged, the Scions found themselves in dire straits, the resources essential to their groundbreaking research now perilously scarce.

In this desperate hour, the Y'ha-nthlei emerged, their singular mastery of smuggling enabling them to procure vital materials from beyond the beleaguered city. Young Deep Ones, proficient in navigation and seamanship, who retained greater control over their faculties, could alone navigate the hazardous routes into and out of Luyarnha, defying the lockdown imposed on the city. These enigmatic dwarves proved invaluable to the Scions, and in exchange for their services, the Y'ha-nthlei furthered their inscrutable goals, burrowing ever deeper into the city's fabric, drawing the unwitting populace closer to the unfathomable depths of their eldritch master's influence.

Owing to the secretive nature of the Deep Ones and the waning number of "ordinary" dwarves, the race is seen less frequently by the city's denizens. Although they continue to trade and offer their expertise in architectural planning and resource gathering, these skills diminished in importance as the Scourge expanded. Many dwarves adapted their inherent talents to farming, their stout physique ideally suited for laboring within the town's greenhouses, striving alongside others to produce sustenance for the populace. A handful of thrill-seeking dwarves enlisted in the ranks of the hunters, unfortunately a sizeable portion of battle-hardened dwarves unburdened by scruples have already fallen under the thrall of the Y'ha-nthlei, now toiling to fulfill the sinister objectives of their eldritch master rather than fighting for freedom.

DEEP ONE DWARF (Y'HA-NTHLEI)

Far removed from the splendorous halls of their ancestral kingdoms, the dwarves of Luyarnha have undergone a profound transformation, the likes of which none of their kin foresaw. These once grand merchants perpetrated a sin – coveting that which was not rightfully theirs – and for this dereliction of morality, they begot a curse of unspeakable malevolence, condemning their blood to the compelled service of He Who Lies Dreaming.

His Blessing. Their very nature was irrevocably altered, much like those who dwell beneath the fathomless depths of the ocean; relinquished was their mortality, traded for the cold embrace of eternal slavery. They would never perish, but instead live out their days alongside He who had walked the earth long before the advent of humankind and would endure their demise for wretched ages, forever bound as pawns in the insidious machinations of their infinite master. Their tragic fate – wrought by their own rapacious avarice – is the exorbitant price they paid for their crime, and one they cannot escape.

Deceptive Appearance. This curse has warped their flesh, normally so averse to magic, and created within them gates of eldritch arcane, imparting them with the peculiar ability to cloak their twisted forms, using illusions that can deceive even the keenest adventurers into seeing them as bona fide dwarves.

Accursed Immortality. Despite possessing full control of their mental faculty from a young age, their physical form twists and contorts as the impossible weight of the gift of the Slumbering One scrapes them minute after minute. Their once sturdy limbs warp and bend in grotesque fashion, their eyes become sunken and hollow, and their skin takes on a sickly gray pallor. The sanity of their younger days begins to slip away, leaving them at the mercy of His malevolent dreams and to dwell within their once dwarven flesh. This destiny – a fate more dreadful than death – is something that their aging mind anticipates with glee.

Deep One Dwarf Traits

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1. Aberration. Your creature type is aberration, rather than humanoid.

Age. Deep One Dwarves mature much faster than humans, reaching maturity at the age of 10. They cannot die of old age; instead their aging mind progressively loses grip over their body, turning them into brainless servants of He Who Lies Dreaming when they reach 50 years of age.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet and you have a swimming speed of 25 feet.

Otherworldly Resilience. You have advantage on saving throws against poison, and you have resistance against cold damage.

Illusory Body. Although your body is covered in tentacles, clams, seashells, and other eldritch appendages, you are covered by an illusion which makes you appear like a normal hill dwarf to others. You can use an action to turn this illusion on or off. Other Deep Ones can see through this illusion.

Sailor Training. You have proficiency with the trident, cleaver, and firearms.

Amphibious. You can breathe air and water.

Cosmic Knowledge. Whenever you make an History check related to the origin of an eldritch item or construction, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Guiding Light. You know the *dancing lights* cantrip. Charisma is your spellcasting modifier for the spell.

The Dreamer's Curse. Your mind is clouded by the dreams of the Slumbering One, and you find it hard to discern between reality and dream. You have disadvantage on saving throws against illusions.

Fathomless Limb. Your body has been altered beyond recognition by the Slumbering One, giving you one of the following body alterations:

- **Coiling Arm.** Your arm is nothing but a writhing mass of tentacles that flail the air. On your turn, after hitting an enemy with a melee attack, you can attempt to grapple them as a bonus action (normal grappling restrictions apply).
- **Brutal Pincers.** Your forearm –a massive pincer– is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you are targeting a creature you are grappling, the damage die becomes a d10 instead. You cannot use this arm to make any precise hand manipulation.
- **Mucoid Extremities.** Your hands and feet are palmed and covered in cups. Your swimming speed increases to 30 feet, and you gain a climbing speed of 20 feet.

Languages. You can speak, read, and write Common, Deep Speech, and Dwarvish.

The Dreamer's Gifts (Optional Trait at the GM's Discretion). Your devotion to the cosmic being that warped your species is rewarded. Starting at level 5, you gain the following benefits:

- Whenever you fail an ability check or saving throw, you can draw upon your master's powers to succeed instead. Once you've used this ability, you can't do so again until the Dreamer has replaced one of your d20 rolls with a 1. The GM decides when this unfortunate moment happens.
- You are immune to the curse of the Slumbering Moon.

ELF

In the gloaming twilight of ages past, when the world itself was young and the call of destiny echoed through the vastness of the northern plains, there arose a civilization of grace and beauty, the likes of which had never been seen before. The elven empire, a realm of fey and arcane, shone as a beacon of power, casting its imperious glow across the lands. Yet, the inexorable march of time would bear witness to the unraveling of this once-grand society, their fate inextricably intertwined with the tapestry of an arrogant world destined for change. The elves would soon find themselves at a crossroads, caught between the shadows of their illustrious past and the all too certain demise held in their future.

Convergence of Fate

Eons ago, the elven empire, though small in population, stood as a formidable presence, their arcane mastery eclipsing that of rival races. Alas, their splendor was not to endure, for they lost their sacred bond with the Fey, precipitating the decline of their magically sustained harvests, invigorating waters, and enchanted healing arts. Thus, they found themselves plunged into the waning years of their once-great sovereignty. The wood elves, dwelling near the Human Empire, were the first to extend the olive branch, recognizing that further conflict would hasten their own decline—a truth they carefully concealed in their negotiations. Once adept at withstanding nature's whims through their proximity to the Fey, their severed connection left them ill-prepared for the labor required to cultivate crops, construct canals, and furnish the sundry essentials needed to sustain their populace.

As their numbers waned day by day, the elves found themselves on the brink of extinction—vulnerable to any natural catastrophe, unable to reproduce in sufficient quantities, and ill-suited for the arduous labor required to sustain them. Driven by necessity, they embraced innovative ideas, and a pioneering group, after negociations, began to establish a settlement with humans, soon christened Luyarnha.

In Luyarnha, elven agricultural wisdom formed a symbiotic relationship with humanity's resilience, shielding them from the merciless onslaught of frigid winters and searing summers. The Elves' affinity with celestial bodies endowed them with unparalleled insight into the mysteries of nature, which, when conjoined with the tireless efforts of mankind, enabled their joint civilization to flourish. As the city expanded and modernized, elven customs evolved, and the crushing tide that once threatened their survival ebbed, enabling their population not only to stave off extinction, but also to burgeon anew.

Divinity, Nature & Science

Once devoted to the worship of nature-centric deities, the elves gradually shifted their focus as technology progressed, seeking refuge and survival within its innovations. Though their expertise in the magical arts, particularly clerical, was unparalleled in ages past, they now predominantly occupied the roles of scholars and scientists, delving into the enigmas of the world.

Wood Elves, indigenous to Luyarnha, comprised the majority of the city's denizens. Nevertheless, additional elven kindreds would, in due course, venture into the city-state and establish residence, notably during the tranquil era subsequent to the First War, when Luyarnha proved its might to the wider world. High elves, in particular, were enticed by the city's allure, with a number opting to dwell therein. This diverse elven assembly, alongside humans and their mutual progeny, accounted for approximately three-quarters of the citizenry residing within the high walls.

The Wood Elves of Luyarnha were lithe and elegant, their visages defined by sharp features and elongated ears. Their skin tones, ranging from earthy browns to lush greens, evolved to facilitate cover within their surroundings, resonating with their sylvan origins. The urbanization of the elves led to further adaptation, their skin assuming stone gray hues and even obsidian black shades that echoed the gothic architecture around them. Yet their eyes, unaltered by change, continued to reflect the verdant hues of the forests they once inhabited, gleaming with wisdom and intellect.

In their fervent devotion, surpassing that of their human comrades, the elves persist in venerating a myriad pantheon of divine beings. They stand as the original acolytes of the Radiant One, instigating the dissemination of the faith throughout the metropolis and retaining their esteemed position as the foremost faction within the sacred congregation. In contrast, myriad other elven gods have all but evaporated into the mists of time, with the lion's share of their kindred either straying away from the divine or electing to pursue the blazing beacon of the Radiant One.

Survival above all

Elven society accorded little importance to nobility – though their blood was atop the throne – who in turn regarded them with indifference, deeming the elves excessively preoccupied with survival and devoid of ambition. Such accusations were not entirely unfounded, for elven fertility paled in comparison to that of humans, and their delicate constitutions made them more susceptible to illnesses, which, in the absence of suitable remedies, could rapidly turn fatal. As a result, to this day, elven aspirations often stem from a deep-seated desire to avert the extinction of their race, with the nature of such a threat transforming from a myriad afflictions into a singular plague – the Scourge.

Optional Rule - Frail Constitution

Elven bodies are meek and frail. As an elf character, any ability score increase you gain in your race or subrace cannot be applied to your Constitution score.

HALF-ELF

In the heart of Luyarnha, a unique and esteemed lineage arose from the union of elven and human ancestry. Half-Elves were undoubtedly cherished inhabitants of Luyarnha, in contrast to the disdain with which they were regarded in the human and elven kingdoms of old, Luyarnha provided a sanctuary where they could not only survive but thrive. Consequently, many Half-Elves, seeking to escape the scorn of their homelands, flocked to Luyarnha in its nascent years to forge new destinies and embrace the promise of a brighter future.

Optional Rule - Weak to Madness

Half elves share both the blood of humans and elves, such a tight balance can easily be disrupted by outside forces. You have disadvantage on saving throws against madness.

Emblematic of the metropolis, Half-Elves garnered respect and admiration, flourishing within the city's walls, ascending to the role of aristocrats through their noble deeds in the midst of the city's creation, and being henceforth referred to as "noble-bloods." Among them, a prominent family emerged —the Silverblood, a name adopted to signify their royal lineage. Once secured within the upper echelons of society, half-elves began to thrive, and any who failed to attain such status in those times were either lost in the obscurity of the gothic city-state or met a tragic end at the hand of rival families.

The birth of a Half-Elf was not a common occurrence, as it required the union of pure human and pure elven parents, or that of two Half-Elves. Should their fey blood be diluted further, the offspring would either become wholly human or the fey influence would dominate, resulting in pure elven children. In an effort to preserve their distinctive heritage, the nobility maintained a close-knit familial circle, akin to the aristocracy of other realms. However, this insular approach led to increased consanguinity, birthing madness within the noble bloodline.

One tragic example of this affliction was the Godless King, a deranged Half-Elf who ascended the throne and declared the worship of any entity beyond himself and the State an act of treason. His reign of insanity was short-lived, especially so for one possessing elven blood, as the people, aided by the Radiant Church, rose up against the tyrant. In a climactic moment of rebellion, the Godless King was murdered, his head then severed from his body as a symbol of the people's revenge.

Yet, from the ashes of this dark chapter, a legend emerged. The Godless King's descendant, the illustrious Steinhardt, rose to become one of the most renowned hunters and saviors of Luyarnha, earning the adoration of the city's inhabitants and cementing his place as a true hero. Through his courage, skill, and dedication to the people, Steinhardt not only redeemed the Silverblood name but also forged a legacy that endures despite his disappearance and still inspires hunters to this day.

Gaining Status

Half-Elves earned their esteemed status within Luyarnha through acts of diplomacy, valor & wisdom. Their involvement in the First War saw them rise as crucial mediators, bridging the gap between races and fostering unity in times of strife, where racial blame was becoming an easy scapegoat for the populace's struggles. Their ability to understand and appreciate the values and customs of both humans and elves granted them the unique opportunity to create lasting alliances between the two races, and bring about peace where others would have failed. This mixed heritage also granted them an edge when negotiating with other races, such as the orc and dwarves, who were likely to make deals with them rather than an individual of another race, as their blood carried no inherent in-group bias, or so they believed.

In addition, their keen intellect and charismatic presence make them fantastic leaders, and they have been known to inspire loyalty and devotion from those they lead, and keep their focus in times of struggle, capable of directing the populace towards a victorious war. Beyond their political acumen and strategic prowess, Half-Elves possess a range of other assets that set them apart from other races. Additionally, their inherent charm and natural talent for diplomacy enable them to forge connections and alliances with ease, solidifying their influence within the city and beyond.

Strategic Minds

In times of war, Half-Elves have displayed an exceptional capacity for strategic thinking. Their elven intuition and human adaptability make them formidable tacticians, capable of anticipating enemy movements and devising innovative battle plans. Their capacity to rally disparate forces and marshal them under a single banner has been invaluable in countless conflicts, ultimately contributing to their elevated status within Luyarnha.

Half-Elves excel not only in matters of war but also in the broader realm of strategic planning. They are often sought for their wisdom and insight, applying their intellect to solve complex problems and navigate intricate social and political networks. Their ability to see multiple perspectives allows them to create plans that account for the needs and interests of various factions, fostering stability and prosperity within Luyarnha, though many of them aren't above making sure that these plans serves everyone, but mostly themselves, hiding this fact behind smiles and complex jargon, or simply hiding the better outcome that could be achieved, and only presenting the one benefiting them instead. Their human strength make them resilient fighters, while their long lifespans from their elven lineage grant them the benefit of accumulated knowledge and experience.

The Sin of Pride

Behind the stately facades of their mansions and the elegant veneer of their public personas, some Half-Elves can exhibit a sense of arrogance and haughtiness, particularly when they find themselves in the company of their own kind. Born of two worlds, they often perceive themselves as superior to both humans and elves, considering their mixed heritage as the pinnacle of racial refinement. This inflated self-image is reinforced by their numerous accomplishments and the great respect they command within Luyarnha. This pride can manifest in condescending behavior, smugness, and a propensity to dismiss the concerns of those they deem inferior. It is not uncommon for them to relish their position of power and wealth, flaunting their assets and influence to bolster their egos. This prideful demeanor, however, is not without consequence. Their arrogance can create rifts within their own ranks sowing seeds of discord, leading to the rise of rivalries, enmities, and vendettas, which are oft too common with the aristocracy and nobility, and threatens to unravel the delicate balance of power they have so skillfully maintained. Not all Half-Elves are consumed by arrogance, and many strive to rise above this flaw, recognizing the dangers it poses to themselves and the city they hold dear.

HUMAN

Compared to many other races, humans are blessed with incredible fertility, leading to them becoming one of the most populous races in Luyarnha. Due to the city's location in the northern reaches of the world, where the sun's rays are often veiled, the majority of humans, who descend from the original settlers, have lighter skin tones. However, the city's thriving trade, commerce, and opportunities have attracted a multitude of ethnicities. Today Luyarnha's human population contains many pockets of diverse culture, more-so than any of the other races present within its walls.

Builders and Thinkers

The humans of Luyarnha have crafted magnificent edifices that pierce the heavens, defying the oppressive weight of gravity, serving as both homes and fortresses, providing sanctuary from the lurking terrors that slither in the shadows of the night. Many of the intricate stone carvings and statues that embellish the walls of the city, depicting tales of heroism and sacrifice, are a testament to the resilience of the human spirit. They have also engineered vast networks of aqueducts and sewers, ensuring that the city's inhabitants are supplied with fresh water and a means to maintain their urban environment. These marvels of human ingenuity stretch like veins beneath the city, a vital and complex circulatory system that sustains life, even amidst the encroaching gloom.

In the cultural realm, humans have merged their culture with that of the elves since the city's founding, establishing grand libraries and academies, nurturing the arts, sciences, and the pursuit of knowledge. Within these hallowed halls, scholars and philosophers probe the mysteries of the world and the cosmos, striving to unlock the secrets that lie hidden. The arts flourished as well, with poets, musicians, and painters weaving a tapestry of experiences that both defies and embraces the constant dance of light and darkness that permeates Luyarnha.

Sacrificial Heroes

Humans stand as a testament to the power of resilience and adaptability. Countless courageous souls have sacrificed their lives in the hope of eradicating the terrors that loom, their spirit and bravery serving as a beacon of hope for others. While some may be more susceptible to despair, blind to the good they've done in the world, their contributions to the city's defense against the insidious darkness cannot be misconstrued. It's this spirit of determination that has led humans to pour their blood, sweat, and tears into lifting Luyarnha from obscurity to the thriving city-state it was at its apogee.

Many humans take immense pride in the sacrifices their ancestors made to provide them with the lives they enjoy today. Faced with the Scourge, the majority of mankind would rather lay down their lives than let the city, which represents the legacy of their forebears, be torn asunder by mindless beasts. Their unwavering commitment to Luyarnha's survival has made humans an essential force in the city's ongoing struggle against the plague that threatens to engulf them all.

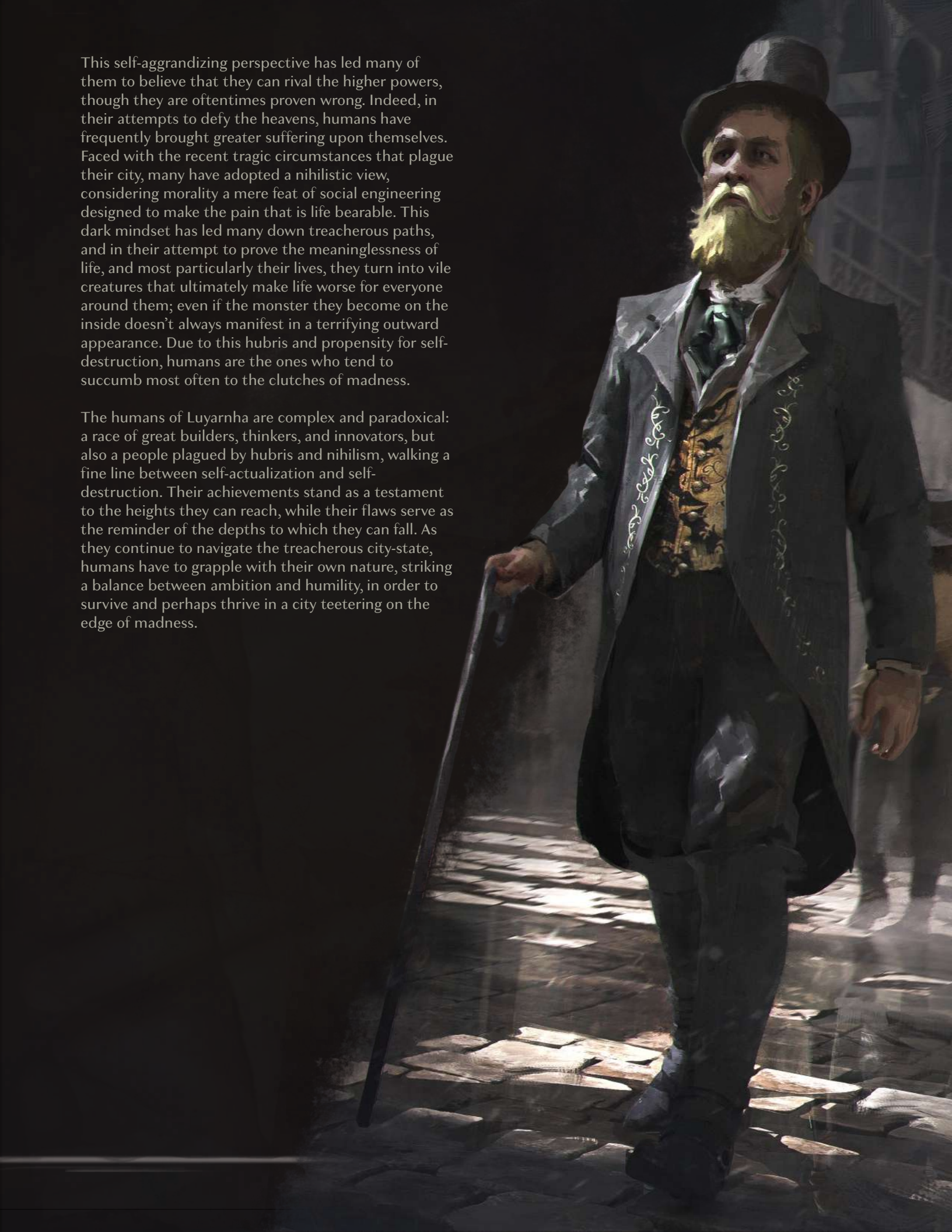
Though humans have done much to shape the city's destiny for the better, some among them are enticed by the allure of power, pursuing their ambitions with reckless abandon. In a world as interconnected as Luyarnha, the actions of a single individual can reverberate throughout the city, causing untold consequences for many.

Wrestling With Morality

The humans of Luyarnha remain a curiously secular people, though they have contributed significantly to the city's infrastructure and religious sites, building most of the temples and shrines that dot the cityscape, they harbor a peculiar hubris, attributing their achievements to their own capabilities rather than any divine intervention, inspiration or guidance. Despite the influence of the Radiant Church and its redemptive teachings, the human population remains largely resistant to the solace and guidance offered by the divine. In their relentless pursuit of individual achievement and self-reliance, they have become disconnected from the spiritual comfort and magic that could help them endure the grim reality of their existence, as they have for many others.

This self-aggrandizing perspective has led many of them to believe that they can rival the higher powers, though they are oftentimes proven wrong. Indeed, in their attempts to defy the heavens, humans have frequently brought greater suffering upon themselves. Faced with the recent tragic circumstances that plague their city, many have adopted a nihilistic view, considering morality a mere feat of social engineering designed to make the pain that is life bearable. This dark mindset has led many down treacherous paths, and in their attempt to prove the meaninglessness of life, and most particularly their lives, they turn into vile creatures that ultimately make life worse for everyone around them; even if the monster they become on the inside doesn't always manifest in a terrifying outward appearance. Due to this hubris and propensity for self-destruction, humans are the ones who tend to succumb most often to the clutches of madness.

The humans of Luyarnha are complex and paradoxical: a race of great builders, thinkers, and innovators, but also a people plagued by hubris and nihilism, walking a fine line between self-actualization and self-destruction. Their achievements stand as a testament to the heights they can reach, while their flaws serve as the reminder of the depths to which they can fall. As they continue to navigate the treacherous city-state, humans have to grapple with their own nature, striking a balance between ambition and humility, in order to survive and perhaps thrive in a city teetering on the edge of madness.



ORC

Within the city-state of Luyarnha dwell the Orcs, a race of imposing, grey-skinned beings marked by fearsome tusks and endowed with a remarkable flair for commerce. Rumors have it that they are bound by an ancient curse of avarice, which gnaws at the core of their being. Others contend that this unrelenting thirst for wealth is merely the result of a culture forged in hardship and adversity. The true genesis of their greed may remain shrouded in mystery, yet the Orcs, in their wisdom, sought to temper this insatiable hunger for wealth through the teachings and customs of their society.

Wealth of Culture

Their culture holds strong to the belief that children must prove their worth without a handout. Monetary gifts to one's offspring are deemed disgraceful, for they rob the young of the opportunity to cultivate resilience and self-reliance. Conversely, as Orcs mature, they learn to venerate those who gave the most, fostering within themselves a drive to build vast industries and businesses that generated immense wealth. This allowed them to engage in acts of profound generosity, particularly as they entered the twilight of their years. Thus, a dual nature arose within them, marked by wealth-acquisition in their youth and magnanimity in their later years.

The religious practices of the Orcs provided a moral compass to navigate their perilous lives, leading many to serve the Radiant church. The enigmatic figure at the head of this institution was himself an Orc, and many of the clergy who followed his teachings bore the same lineage. They embraced the notion that giving oneself, in the form of time and service, was as vital and noble as offering material wealth. In this way, the Orcs transformed their avarice into a force for good, finding redemption in the paradox of their existence.

Advisors, Merchants & Warriors

In the city-state of Luyarnha, Orcs dominated the mercantile landscape, owning businesses both small and grand. Among them was the visionary founder of the Scions, those daring scientists who harnessed the power of electricity and death to create life. His legacy persisted even after his demise, as the Scions gained a foothold within the city and established their reputation among the greatest minds.

Orcs were known for their preference for autonomy, often declining to work under the authority of others, particularly if they were of a different race. Instead, they sought complete control over their labor, believing that it was better to acquire wealth in this way, striving to build their own empires within the city. Their imposing stature towered over most other humanoids, making them ideal candidates for more physically perilous roles.

Younger Orcs, driven by the pursuit of wealth and greatness, often joined the ranks of the hunters. As protectors of their fellow citizens, they found that few professions were as selfless and rewarding as this noble pursuit. Orcish culture, more particularly their relationship with wealth, is such that they are remarkably resistant to corruption. Elders within their society hold little interest in accumulating riches, while their younger counterparts perceive bribery and similar methods of obtaining coin as dishonorable and disrespectful. To accept such offerings is to admit one's own inability to acquire wealth, an affront to the self-reliance that orcs value so dearly. Such resolution against the allure of corruption has led numerous elder orcs to occupy advisory positions within the political and religious institutions of the city. Their counsel, untainted by the temptations of material gain, springs from an earnest desire to assist and guide those in need, thus, their wisdom is sought and valued by those who recognize the purity of their intentions and the absence of ulterior motives.

Origin

In the distant past, far beyond the reach of memory, the Orcs were a nomadic tribe, roaming vast expanses of hostile lands, yearning for a better future. Driven by their insatiable desire for wealth, they engaged in both trade and plunder, amassing a treasure trove of knowledge and resources. These nomadic Orcs were known for their barbaric and greedy nature, as they pursued their fortunes with little regard for others.

In the course of their wanderings, the Orcs discovered the burgeoning city-state of Luyarnha. Nestled in a strategic location, blessed with fertile soil and abundant water, teeming with opportunities, and importantly, protected from the reach of the human kingdoms – who had developed a hatred of goblinoids – the city held a magnetic allure for the enterprising Orcs. They recognized that plundering and ransacking Luyarnha would lead to their inevitable destruction, as the might of the city-state would crush them and eradicate their kind from the world. Thus, a majority of them opted to suppress their barbaric instincts, hoping to transform their nomadic existence into a stable and prosperous civilization within Luyarnha's walls, whilst the rest of them continued in their journeys.

Initially, the Orcs' arrival in Luyarnha was met with suspicion by the native population, who had labored tirelessly to build their city and would not let outsiders reduce it to ashes. However, as the city's denizens observed the Orcs' indomitable spirit and keen intellect, their apprehension gave way to acceptance. The Orcs soon became an integral part of Luyarnha's tapestry, contributing to its growth and development. Their presence served as a catalyst for change, inspiring the city to treat outsiders with greater respect, acknowledging the potential value they could bring.

The Orcs' decision to remain within Luyarnha was further solidified by the ascension of the Radiant Church. Prior to its establishment, many Orcs resided in the city solely to satisfy their mercantile ambitions, yet they harbored a profound spiritual yearning. The teachings of the Radiant Church resonated with their longing for a higher purpose, offering a means to reconcile their cursed avarice with the pursuit of virtue. The Orcs embraced this newfound faith, and many devoted themselves to the service of the Radiant Church, finding solace and redemption in its hallowed halls.

Thus, the Orcs became a part of Luyarnha's history and identity. Their influence pervaded every aspect of the city's life, from the bustling marketplaces to the grand cathedrals, and their story became inextricably linked with that of the city they now called home. As they adapted to their new surroundings, the once-barbaric and greedy Orcs found a way to channel their innate desires towards the greater good, forever changing the course of their destiny.

MANIKIN

With a touch of gold, a breath of lightning, and hours of meticulous welding and articulation, a manikin is 'born'. Often called 'marionettes' or 'living dolls', these creatures were originally the creations of the Scions, a Luyarnhian sect who seek to craft a force capable of protecting the city. Though each manikin looks different—indeed, they can resemble any race—the thin golden stitching that joins the plates of their artificial skin is a giveaway that the creature is a man-made creation.

Free Will. Inscribed on human eyes inside their skulls are the instructions which all manikin obey. More often than not, this includes a safety system that ensures adherence to the law and prevents a manikin turning on their master. In some cases, a crafter might even cause the manikin to feel love for their creator. Conceived as animate objects capable of carrying out the instructions, manikin who express thoughts of self-liberation are often disposed of before these thoughts turn into acts. Though the Scions intentions were initially noble, playing god has given them a taste for power and they have no intention of granting free will to their animated servants.

Manikin Traits

Ability Score Increase. Your Constitution score increases by 2.

Age. As they are not alive, Manikins do not age. However, their materials slowly lose their magic essence over time, meaning they will ultimately lose control over their entire body and turn back into inanimate objects.

Creature Type. You are a Humanoid. You are also considered a Construct for any prerequisite or effect that requires you to be a Construct.

Size. Manikins can be small puppets or imposing armors. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Born to Serve. Manikins are made to be unable to hate or resent their creators. This lapse in judgment affects you in all circumstances. You have disadvantage on Insight checks.

Lightning Heart. You have resistance to lightning damage.

Living Material. Manikins don't need to eat, drink, or breathe and are immune to the poisoned condition. In addition their metallic mind is incorruptible, they have advantage on saving throws against madness.

Modular Gold Plating. Your body has built-in defensive layers, which determine your armor class. You gain no AC benefit from wearing armor, but if you are using a shield, you apply its bonus as normal. Through 8 hours of work in a specialized workshop, you can alter your defensive layers to the Medium Armor or Heavy Armor options below, or back into your Unarmored state.

Art by Roman Kuzmin

- Prerequisite: Unarmored; AC = 11 + your Dexterity modifier

- Prerequisite: Medium Armor proficiency; 13 + your Dexterity modifier (maximum of 2) or Strength modifier (maximum of 3). Choose which modifier when you gain this state.

- Prerequisite: Heavy Armor proficiency; AC = 16 + your Strength modifier (maximum of 2).

If you use your Strength modifier for AC, you have disadvantage on Stealth checks.

Languages. You can speak, read and write Common.

Subraces. Manikins can be created for a variety of purposes, but they are mostly divided into three subraces: Custodian, Handler, and Thespian. Choose one of these subraces.

Custodian

Custodians are built as an alternative to golems and commonly find use as butlers, laborers, and cannon fodder. Sentient beings, they are sworn to defend the person –or customer– for whom they were created. The death of their owner often leaves them aimless, wandering the world like masterless hedge knights in search of meaning.

Ability Score Increase. Your Strength score increases by 1.

Careful Defender. Designed to protect, you are adept at throwing yourself in the way of harm to shield others. When a creature within 5 feet of you is targeted by an attack, you can use your reaction to jump in front of it. If the creature is willing, you switch places with it, becoming the target of the attack instead. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Thespians are dolls often created in the image of a living being. Sometimes this is borne of innocent adoration. At others, it is the product of malicious obsession.

Handler

Handlers are designed for espionage. Matte pigments and a slim build help handlers disappear into the shadows, while their hidden weapons can be quickly equipped and stowed for swift assassinations.

Ability Score Increase. Your Dexterity score increases by 1.

Inconspicuous Appearance. You are a master at blending into your surroundings. You gain proficiency in the Stealth skill and with disguise kits.

Embedded Armament. You can have up to two melee weapons embedded within your body. Each weapon must have either the finesse or light property. During a short rest, you can remove one or both weapons and exchange them for other appropriate weapons you are holding. As a bonus action, you can draw or stow one or both of these embedded weapons. You can't be disarmed of your embedded weapons, short of having your arms cut off.

Thespian

Made to entertain, thespians bring joy to nobles, the clergy, and commoners alike. The only type of manikin designed without lethal intent, these manikins' bodies are supported by invisible, intangible strings, allowing them to move seemingly in defiance of physics. As the plague has worsened, the Scions bent their will to producing manikins capable of combating the Scourge, and so the number of thespians has steadily dwindled.

Ability Score Increase. Your Charisma score increases by 1.

Artist's Puppet. You gain proficiency in the Performance skill.

Ethereal Strings. As a bonus action, you can attach yourself to a willing creature you can see within 30 feet of you via a set of immaterial strings for 1 hour. If the creature you're attached to doesn't use all of its movement on its turn(if it has multiple movement speeds, pick the highest one), you can use your reaction at the end of the turn to move a number of feet equal to its remaining movement. Once you attach yourself to a creature in this way, you can't do so again until you finish a short or long rest.

SCOURGEBORNE

Scourgebornes should not exist. They are an abomination of the world, a vile curse placed on those who peered beyond the veil and succumbed to madness. Their twisted appearance is but a mirror of the darkest recesses of their personality. All sentient creatures harbor a monster within their soul - the dark of you that resents your neighbor for having a better life than you, that hates your friends when they ignore you, that wishes to harm those that wrong you - most are fortunate enough to be able to hide this monster behind a mask of false virtues. Not the Scourgeborne.

Their curse has taken all the most twisted aspects of their personality and laid them bare for the whole world to see. They wear this disfigured appearance every day; the more resentment, hatred and anger one possesses, the more monstrous the appearance.

Many view this Eldritch revelation as a curse - a curse that drives one to slip deeper and deeper into the depths of depravity until nothing but the monster remains. Yet, many refuse to let it break them - with their innermost darkness now visible, they have no choice but to accept it. It is said that accepting a fault is the first step in correcting it. Those scourgeborne who embrace their inner monster, but refuse to let it rule them, often become messianic heroes within the walls of Luyarnha, attempting to redeem the entire world with their actions, and perhaps one day, themselves.

> *"You're a saint are you? You've never lied, never deceived, never resented anyone, never wanted to mangle the corpse of your enemies, never wanted to destroy their reputation? You judge me because I look like a monster, but you're the same. You just prefer to lie to yourself."*
>
> *—Martyr Tulio*

Scourgeborne Features

Ability Score Increase. Your Constitution score increases by 1.

Age. Scourgeborne are made not born. This means that they mature at the same rate as the race they originally belonged to.

Size. Scourgeborne are about the same size and build as humans. Your size is Medium.

Languages. You can speak, read, and write Common and one other language of your choice.

Speed. Your base walking speed is 30 feet.

Feral Limbs. The horns, claws or fangs that you have developed due to your mutation are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If your alignment is Evil, your feral side is more dominant and the die size for your unarmed strikes increases to a d8.

Eldritch Curse. Your curse is not something mere mortals can undo. You are immune to any spell that would alter your form. (e.g., *alter self, polymorph*...)

Born of Madness. Your body is not the one you were born with, but rather the consequence to your exposure to eldritch madness:

- If your alignment is Good, you gain control over your darkest impulses. You have advantage on saving throws against madness.

- If your alignment is Evil you let the depraved monster within you influence you. You have disadvantage on saving throws against madness but gain a bonus to Dexterity saving throws equal to your Proficiency bonus.

Subraces. Your subrace is dictated by an eldritch curse, which doesn't seem to follow a clear reasoning, although it seems that whatever aspect of your personality is most depraved will influence the beast that emerges. There are 4 subraces: belua, vespertilio, aranea, and cervus.

Aranea

The person who schemes and creates a web of lies around themselves is, unsurprisingly, bound to turn into an arenea. Also known as half-spiders, these scourgeborne differ from others - though many turn, few retain their sanity. Amongst the scourgeborne, areneas are the least trusted, their appearance revealing their former - or current - manipulative personality. Although most citizens understand the need for violence, especially in Luyarnha, none tolerate deception and betrayal.

Ability Score Increase. Intelligence score increases by 1 and one ability score of your choice increases by 1.

Spider Climb. You have a climbing speed of 30 feet. In addition, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You can only do so for a number of minutes equal to your proficiency bonus and you regain all expended uses when you finish a long rest.

Web Spit. As a bonus action, you hurl sticky web at a creature within 60 feet of you; it must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be restrained by the webbing. As an action, the restrained target can make a Strength check against the DC, bursting the webbing and freeing itself on a success. The webbing can also be attacked and destroyed (AC 10; HP equal to 3 times your proficiency bonus; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). Once you use this trait, you can't use it again until you finish a long rest.

Belua

Those that harbor seething anger within oft turn into the most feral of beasts. Belua - also known as half-wolves - are the most feral of all the Scourgeborne roaming the streets of Luyarnha. Many of them choose to hide their eyes, as their intense bloodlust turns their gaze crimson red, a terrifying sight for the uninitiated.

Ability Score Increase. Your Strength score increases by 1 and one ability score of your choice increases by 1.

Keen Hearing and Smell. You have advantage on Perception checks that rely on hearing or smell.

Hungry Jaws. As a bonus action, you can attempt to feed off of a creature within 5 feet of you. Make an unarmed strike. On a hit, you regain hit points equal to the damage dealt. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cervus

The rarest amongst the scourgeborne. To become a cervus, also called half-deer or waldschrat, one must have committed the foulest of sins - devouring the flesh of their kin. Or so the rumor went. This urban legend has long since been disproved as many of the town's most trusted figures have turned into such creatures. Interestingly, it seems that those that become cervus are the most apt at fighting creatures of the night, an achievement that earns them the respect of hunters across the city-state.

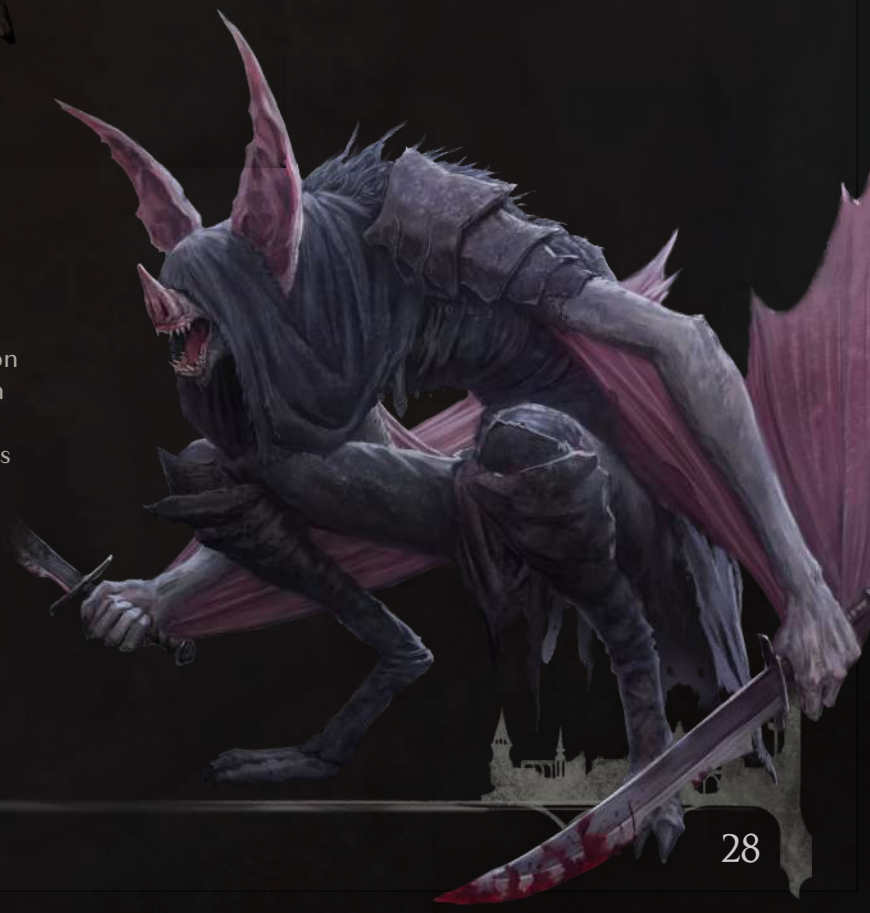
Vespertilio

Those who hid in fear in the face of adversity are cursed to become these beasts of the night. Vespertilio - also known as half-bats - present some of the most accursed beings amongst the scourgeborne. Their unwillingness to see their problems has taken a literal form as most of their sight was stolen from them. Instead, they received half broken wings in a cruel farce of fate, as if to run away from their problems. Yet those who harness these new powers can become some of the fiercest hunters - an act of defiance against fate itself.

Ability Score Increase. Your Dexterity score increases by 1 and one ability score of your choice increases by 1.

Echolocative Sight. You have blindsight out to 30 feet and have disadvantage on any ability check or attack roll that requires sight beyond this radius.

Tattered Wings. You can use a bonus action to gain a flying speed of 30 feet until the end of your turn. If nothing is holding you aloft at the end of your turn, you fall. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.



Ability Score Increase. Either your Wisdom score or Strength score increases by 1 (your choice), and one ability score of your choice increases by 1.

Goring Charge. If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. If the target is prone, you can make one melee attack against it as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Nimble build. Your movement speed increases by 10 feet.

JAEGER Class Details

An unassuming human pounces in the night, his blade and revolver at the ready. A gunshot, followed by the sound of metal against flesh and the splattering of blood over cobblestone. He snickers before plunging his blade anew into his battered prey.

An elegant manikin vaults atop a maddened monster, before putting the barrel of her cannon against its skull and pulling the trigger. She always loved explosions.

Battleaxe in hand, a massive tiefling brutally decapitates a beast, then leaps towards another, impaling the silvered weapon in the creature's chest and ripping a gashing wound from neck to groin.

Jaegers are defined by their efficiency in battle, using their mastery over both steel and gunpowder to lay waste to all who oppose them. More than just soldiers, their skills represent the last wall of defense of a world fated to extinction; they are unstoppable and unbreakable. They strike fear in the heart of their foes, and bring hope to those they protect.

Engineered Perfection

In the ease and safety that contemporary advancements bring, city dwellers frequently forget how fortunate their lives are. They have all but forgotten the life of pain that would befall them if the system failed. Which is precisely what took place in Luyarnha.

The urbanites were left defenseless when the scourge swept the streets of the city, snapping like twigs in the face of such ferocity. While the denizens of the town struggled against insurmountable odds, the church and the nobility didn't remain inert, instead concentrating their efforts to engineer the ideal weapon, something capable of annihilating the beasts plaguing the city. This weapon came to be known as the jaegers.

Jaegers thrive in the savagery of the hunt. Their reflexes more honed than that of mere mortals, jaegers are capable of dodging the most vicious of blows and using that momentum to drive their blade deep into the heart of their prey. A jaeger's thirst for battle is endless; only in inaction can they experience fatigue. They are the perfect weapon against the nightmarish tides of beasts and the sole reason Luyarnha still stands.

Bonds of Blood

One who hunts beasts is a "hunter", as they are commonly called by civilized society, but few hunters have the jaeger class. Coming from all walks of life, jaegers blend in with their communities, only unleashing their abilities in times of need. They act as guardians for people who are unable to defend themselves, and they serve as the bloody sword of vengeance in a world that is hell-bent on destroying itself. Life in the city-state of Luyarnha is fraught with peril: gang warfare, infectious madness, and harrowing beasts. Amidst this chaos, jaegers are the first to charge into battle so that their brothers and sisters can survive to live another day.

Jaegers rarely leave their home city of Luyarnha; they would rather die than see it fall to the scourge. Following the jaeger's creed—'survive together, or die together'—they never hunt by themselves unless forced to. The nights can be brutal and the beasts are relentless; against such a ferocious onslaught, only a united front can hope to survive. As a result, jaegers are aware of the importance of teamwork and never charge into battle alone, save to retrieve fallen allies. The bonds formed during the hunts are stronger than those of many families. Blood is thicker than water, and the gods know that blood is shed when the hunt rages on.

> *"There is nowhere left to hide. We know you now. We shall hunt you in every plane of existence. We shall cleanse these walls, then we shall cleanse the world. So look upon me now, beast, and know your slayer."*
>
> *—Steinhardt, The First Hunter.*

Art by Maximiliano Moretto

CREATING A JAEGER

Think about the nature of your abilities and what gave rise to them as you construct your jaeger character. Were you one of the numerous orphans whose bodies were experimented on in the jaeger research project? Did you voluntarily join the ranks of hunters, or were you abducted and brainwashed into the ideal soldier? Alternatively, you might have defied the established order and joined the jaegers by a different route, perhaps after finding an eldritch carving and engraving it on your flesh. You might be self-taught—a loner who learned combat skills, tracking, or even a magical connection to the cosmos through the necessity of surviving the hunts. Alternatively, you might have learned from the comrades you now consider family.

What fuels you? Is it a visceral hatred of the beasts that slaughtered your loved ones? Or is it a reflection of your desire to stop these monsters' devastation, committing yourself to reining in their carnage? Is your adventuring career a continuation of your work in annihilating the scourge of beasts, or a significant change? What made you join a band of adventurers? Do you enjoy the break from the hunt that new allies provide, or do you find it difficult to teach them the jaeger ways?

Quick Build

You can make a jaeger quickly by following these guidelines. First, make Dexterity your highest ability score, followed by Constitution, and then Intelligence. Second, pick a background, preferably one that involves the city of Luyarnha.

The Jaeger

LEVEL	PROFICIENCY BONUS	FOCUS POINTS	MOMENTUM DIE	FEATURES
1st	2	1	—	Flexible Combatant, Focus, Eldritch Hunter
2nd	2	2	1d6	Momentum, Fighting Style
3rd	2	2	1d6	Jaeger Chapter, Piercing Gaze
4th	2	2	1d6	Ability Score Improvement, Seasoned Survivor
5th	3	3	1d6	Extra Attack
6th	3	3	1d6	Hunter's Pursuit
7th	3	3	1d6	Jaeger Chapter feature
8th	3	3	1d6	Ability Score Improvement
9th	4	4	1d6	Evasion
10th	4	4	1d6	Ability Score Improvement
11th	4	4	1d8	Lethal Tempo
12th	4	4	1d8	Ability Score Improvement
13th	5	5	1d8	Relentless Pursuit
14th	5	5	1d8	Jaeger Chapter feature
15th	5	5	1d8	Inured to Madness
16th	5	5	1d8	Ability Score Improvement
17th	6	6	1d10	Jaeger Chapter feature
18th	6	6	1d10	Eternal Watch
19th	6	6	1d10	Ability Score Improvement
20th	6	6	1d10	Always Ready

Art by Ryan Bittner

CLASS FEATURES

As a jaeger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per jaeger level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per jaeger level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Dexterity, Intelligence
Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

Two martial weapons
(a) a pistol and pouch of 20 bullets or (b) any two simple weapons
(a) scale mail or (b) leather armor
(a) a dungeoneer's pack or (b) an explorer's pack

Flexible Combatant

Beginning at 1st level, you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one, and you can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if you are carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other, you do not have disadvantage from being within 5 feet of a hostile creature on attacks made with that ranged weapon.

Focus

Starting at 1st level, your concentration during battle is razor sharp, letting you keenly focus during critical moments. You have 1 Focus Point. You gain additional Focus Points at 2nd, 5th, 9th, 13th, and 17th level, as shown on the Jaeger table. You can expend Focus Points to use Focus Arts. You learn two such Focus Arts: Weapon Parry and Dodge Step. You learn one additional Focus Art of your choice at 2nd, 7th, 13th, and 17th level. Your Focus Art options are detailed at the end of the class description.

You regain all expended Focus Points when you finish a short or long rest. When you roll a 20 on a saving throw or an attack roll against a hostile creature, you regain 1 Focus Point. When you roll initiative and have no Focus Points remaining, you regain 1 Focus Point.

Weapon Parry

Focus Art, reaction

As a reaction to being hit by a creature you can see within range of a weapon you are holding, you can expend 1 Focus Point to make a special weapon attack against that creature. This attack does no damage, but instead blocks an amount of damage from the incoming attack equal to the weapon's damage roll (including your ability modifier), unless your attack roll is a 1. On a 20, any weapon damage dice are rolled twice (like a critical hit would be), and if this total fully blocks the incoming attack, the target is stunned until the start of its next turn.

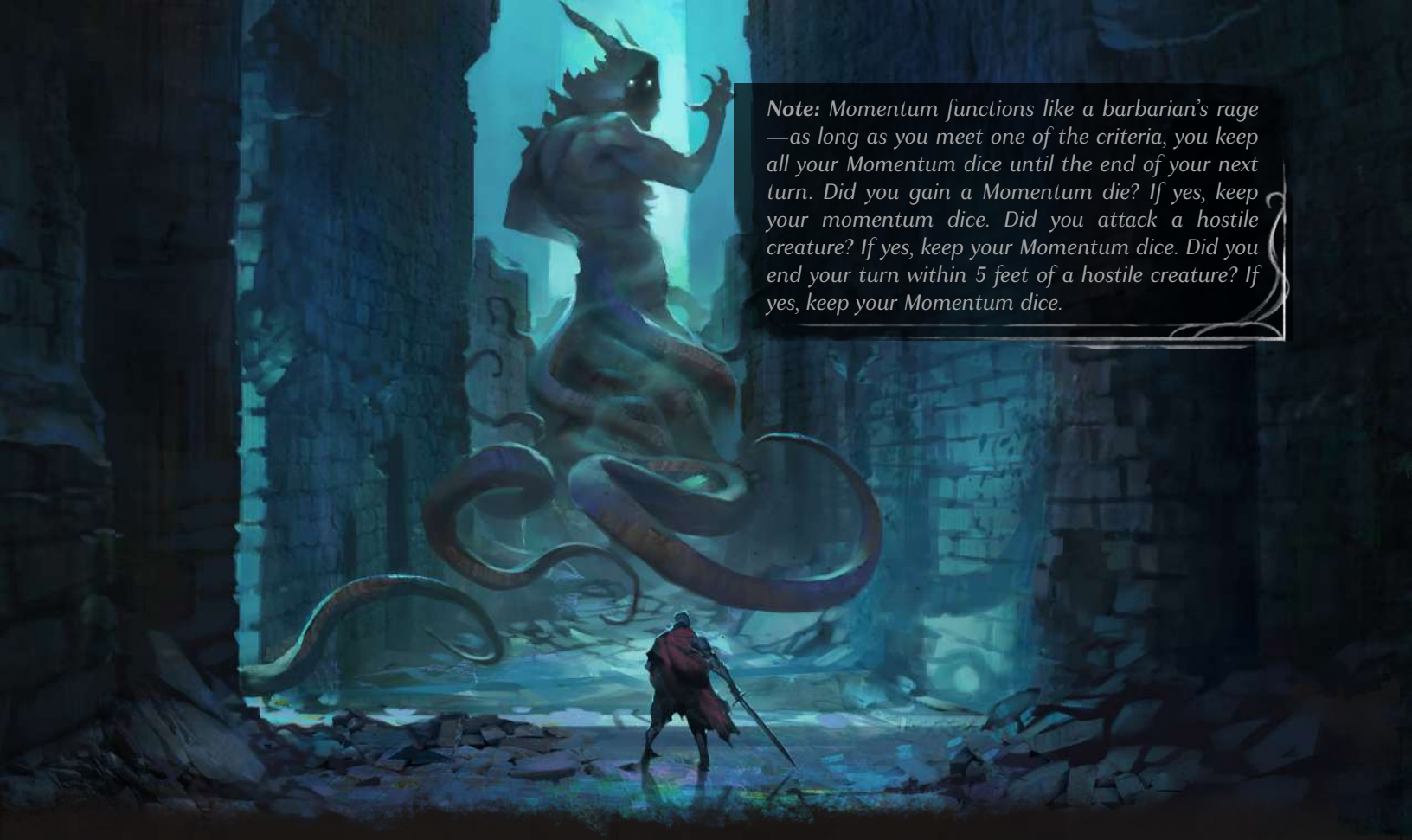
Dodge Step

Focus Art, reaction

As a reaction to being attacked by a creature you can see, if your speed is not 0, you can expend 1 Focus Point to move 5 feet without provoking opportunity attacks and make a Dexterity saving throw with a DC equal to the attacker's attack roll (including modifiers). On a success, you evade completely and take no damage. On a failure, you halve the attack's damage against you.

Eldritch Hunter

Also at 1st level, when you make an ability check to track or identify an aberration, celestial, fiend, monstrosity, or undead, you can add your proficiency bonus to the ability check. If you are already proficient in the ability check, you can double your proficiency bonus.



Note: *Momentum functions like a barbarian's rage—as long as you meet one of the criteria, you keep all your Momentum dice until the end of your next turn. Did you gain a Momentum die? If yes, keep your momentum dice. Did you attack a hostile creature? If yes, keep your Momentum dice. Did you end your turn within 5 feet of a hostile creature? If yes, keep your Momentum dice.*

Momentum

Starting at 2nd level, any time you expend a Focus Point, you gain 1 Momentum die, which is a d6. This die changes as you gain jaeger levels, as shown in the Jaeger table. You can have a maximum number of Momentum dice equal to your proficiency bonus + your Strength or Dexterity modifier (whichever is higher). Whenever you gain a Momentum die, or if you attack or end your turn within 5 feet of a hostile creature, all of your Momentum dice last until the end of your next turn.

While you have 1 or more Momentum dice, you can expend all of your Momentum dice to execute a Finisher. You know Brutal Finisher. You learn one additional Finisher (listed at the end of the class description) of your choice at 4th, 6th, 8th, and 12th level, and may gain others through Jaeger Chapter features.

Brutal Finisher

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice and add them to the damage roll. If you reduce the target to 0 hit points with this Finisher, or the target is reduced to 0 hit points before the start of your next turn, you regain 1 Focus Point.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Flexible Fighting
You can engage in two-weapon fighting with any weapons you can wield in one hand, including one-handed ranged weapons and weapons without the light property. When you do so, you gain a +1 bonus to the damage rolls of both weapons.

Art by Ryan Bittner

Focused Fighting
You learn an additional Focus Art, and you gain 1 additional Focus Point.

Two-Weapon Fighting
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Jaeger Chapter

When you reach 3rd level, you choose a jaeger chapter that suits the means by which you intend to further your powers. Select one of the following: Absolute Chapter, Heretic Chapter, Marauder Chapter, Salvation Chapter, or Sanguine Chapter.

Piercing Gaze

Also at 3rd level, you gain the ability to activate a magical sight at will (no action required), allowing you to effortlessly pierce the gloom and see what lurks within. For 1 hour, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases to 120 feet. This vision lets you see normally in dim light and darkness, both magical and nonmagical.

When you reach 7th level, you also gain the effect of *see invisibility* for the duration, and when you reach 13th level, you additionally gain the effect of *true seeing* for the duration.

Once you use this feature, you can't use it again until you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Seasoned Survivor

At 4th level, you gain advantage on Investigation checks made to find secret passages, interpret markings or messages left by other creatures on walls or surfaces, or determine the fate of creatures from blood stains and remains.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Hunter's Pursuit

Starting at 6th level, at the start of your turn, you can expend 1 Focus Point to immediately move up to half your speed without using any of your movement and without provoking opportunity attacks.

Evasion

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Lethal Tempo

Starting at 11th level, the first time you hit a creature on your turn, you gain 1 Momentum die. You gain 1 additional Momentum die any time you reduce a creature to 0 hit points.

Relentless Pursuit

Starting at 13th level, when you use your Hunter's Pursuit, if you end your movement next to a hostile creature, you regain the expended Focus Point.

Inured to Madness

At 15th level, you gain advantage on saving throws against being charmed or frightened, and against effects that cause madness. If you fail a saving throw against madness, you can expend 1 Focus Point to reroll the die. You must use the new roll.

Eternal Watch

Starting at 18th level, you are always under the effect of your Piercing Gaze.

Always Ready

Starting at 20th level, once per round (beginning at the start of each of your turns), you gain one additional reaction, which you can only use on a Focus Art that requires a reaction (such as Weapon Parry or Dodge Step). When you expend a Focus Point on this special reaction, you immediately regain the expended Focus Point.

CHAPTERS

"Your foe is well equipped, well trained, battle-hardened. He believes his blasphemous god is on his side. Let him believe what he will. We have the jaegers on ours."

—Vicar Priscilla

ABSOLUTE CHAPTER

Jaegers of the Absolute Chapter aim for the perfect hunt : to kill their prey without suffering a single hit. Quick hands, quick feet, and quick minds, they never stay still—always one step ahead, always striking with lethal accuracy. They are masters of their craft, refining the core techniques of a jaeger to absolute perfection. Members of the Absolute Chapter are respected by their allies and feared by their enemies.

Counter Strike

Starting at 3rd level, when you use the Weapon Parry Focus Art, your damage roll increases by an amount equal to half your level in this class (rounded down). If the amount of damage you block exceeds the damage their attack would deal, and your attack roll would hit their AC, the target takes damage equal to the remainder of the damage roll.

Whenever you expend a Focus Point on a Focus Art, you gain advantage on your next weapon attack roll before the end of your next turn.

Unencumbered Movement

Also at 3rd level, while you are wearing light armor or no armor, your speed increases by 10 feet, and the distance you can move when using the Dodge Step Focus Art increases by 5 feet.

Encircling Strike

At 7th level, if you move to the opposite side of a creature from where you started your turn, or are directly on the opposite side of a creature from an allied creature of yours, you deal extra damage to the target equal to your Momentum die the first time you hit it with a melee weapon attack.

Mobile Pursuer

At 14th level, when you move as part of your Hunter's Pursuit, you ignore difficult terrain, can pass through hostile creatures, and don't need to spend extra movement to climb or swim.

The Hunt

Starting at 17th level, you can declare a hunt (no action required). For 1 minute, you are under the effect of *freedom of movement* and each time you expend a Focus Point, you gain 2 Momentum dice instead of 1.

This effect ends early if you become incapacitated, or end it early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Art by Dark Lord Studios

HERETIC CHAPTER

The Heretic Chapter's jaegers are despised by both religious organizations and their adherents. In a world where acts of faith are required to harness divine powers, these jaegers instead rip these powers from the very gods, tearing away their divine fabric. Through blasphemous rituals, strange ingestions, and direct grafting of powers onto their souls, heretics bind the powers of greater beings to their will. This is a path that calls for a certain madness that is only found in the most ardent of hunters, those who feel the burning need to reach the pinnacle of power and will do anything to achieve it. Some seek such power for its own sake, but most want it to put an end to the nightmare.

Heretic Magic

At 3rd level, you bend dark powers to your service through blasphemous occult rituals, making them your own. You gain the ability to cast spells.

Cantrips

You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots

The Heretic Spellcasting table shows how many spell slots you have, as well as the level of those spell slots. All of your spell slots are of the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 3rd level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Heretic Spellcasting table shows when you learn a new spell of your choice from the warlock spell list. A spell you choose must be of a level you can cast. Additionally, when you finish a long rest, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your warlock spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Heretic Spellcasting

Heretic Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	2	2	1st
6th	2	3	2	1st
7th	2	3	2	2nd
8th	2	3	2	2nd
9th	2	4	2	2nd
10th	3	4	2	2nd
11th	3	4	2	2nd
12th	3	5	2	2nd
13th	3	5	2	3rd
14th	3	5	2	3rd
15th	3	6	2	3rd
16th	3	6	2	3rd
17th	3	6	2	3rd
18th	3	7	2	3rd
19th	3	7	2	4th
20th	3	7	2	4th

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Arcane Arts

Also at 3rd level, you learn the Spell Flurry Focus Art. This does not count against your Focus Arts known.

Spell Flurry

Focus Art, bonus action

When you cast a cantrip or a spell of 1st level or higher, you can expend 1 Focus Point to make a single weapon attack as a bonus action.

> *"We are few, and our enemies many, but for each one of us that falls, we shall bring hundreds of them to the grave."*
>
> —*Unknown*

Shrouded Steps

At 7th level, when you use a jaeger feature that allows you to move without spending your movement (such as Jaeger's Rush or Chasing Finisher), you can teleport the distance moved instead. When you do so for Dodge Step, you automatically succeed on the the saving throw to evade the attack.

Mystical Momentum

Beginning at 14th level, when you expend a spell slot, you gain a number of Momentum dice equal to the level of the spell slot expended.

Darkness Within

Starting at 17th level, you can unleash the twisted powers you've bound to your soul, taking on a terrifying aspect as a bonus action. For 1 minute, you sprout wings of shadow and become wreathed in darkness. You gain the following effects:

- The area within 10 feet of you dims. Bright light becomes dim light, and dim light becomes darkness.
- You are heavily obscured by swirling shadows.
- You gain a flying speed of 30 feet.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

These effects end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

MARAUDER CHAPTER

A jaeger of the Marauder Chapter embodies raw slaughter. Vengeance, wrath, and death, all rolled into one swing that never ceases, endlessly scything through monsters, leaving a bloody wake of destruction. Each marauder is a symbol of the Chapter's determination and ferocity, striking fear into the hearts of their enemies with every swing of their weapon. They are unstoppable warriors, driven by a thirst for vengeance and the need to protect humanity from the monstrous hordes.

Path of Gore

Starting at 3rd level, you learn the Great Cleave Finisher. This does not count against your Finishers known.

Great Cleave

Finisher, special

When you hit a creature with an attack using a weapon with the two-handed property, you can expend all of your Momentum dice. When you do so, the attack deals extra damage equal to 1 Momentum die to the target, and you cleave a number of adjacent targets within reach equal to the number of dice expended. Make a melee weapon attack against each creature targeted. You regain 1 Focus Point for each creature this reduces to 0 hit points, up to your maximum number of Focus Points.

Marauder Momentum

Also at 3rd level, while you are wielding a melee weapon with the two-handed property, the size of your Momentum die is increased by one step (from a d6 to a d8, to a d10 at 11th level, and to a d12 at 17th level).

Additionally, while you are wearing medium armor, you can add your Constitution modifier (to a maximum of +2) instead of your Dexterity modifier to determine your Armor Class.

Leap Attack

At 7th level, once per turn, if you move more than 15 feet toward a creature (or fall 10 feet or more) immediately before making a weapon attack against them, you deal extra damage on a hit equal to your Momentum die.

When falling, you can make this attack prior to hitting the ground if there is a target creature in range where you would fall. On a hit, any falling damage you take is reduced by half, and you do not fall prone from the fall.

Fell the Leviathan

Starting at 14th level, whenever you use a Finisher, the target must succeed on a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone. Creatures that are Large or larger have disadvantage on this saving throw.

Titanic Strength

Starting at 17th level, your strength is so great that you can wield a two-handed weapon in one hand, and can use two-weapon fighting even when the weapons you are wielding aren't light (including using two-handed weapons).

If you use two hands to wield a two-handed weapon, your attacks with it deal extra damage equal to half your Strength modifier (rounded up) on a hit.

Additionally, when you use a Finisher, you can double the number of Momentum dice you have (to no more than your maximum Momentum dice + 1). Once you've doubled your dice, you can't do so again until you finish a long rest.

"Do you see these beasts?"
"Yes ma'am."
"I don't want to."
"Yes ma'am."

—Vicar Priscilla to Steinhardt during the 3rd hunt

Art by Maximiliano Moretto

SALVATION CHAPTER

A divine force endows jaegers of the Salvation Chapter with the ability to defend the world from the horrors, purging evil with one hand while saving the innocent with the other. Favorites of the Radiant Church, they are the light of hope in the darkness where evil dwells. Members of the Salvation Chapter know that prevention is always better than cure, and that murder is the most effective method of prevention. In their zealous righteousness, they offer hope of sanity and sanctuary to those that stand with them in their war against the tides of madness.

Art of Salvation

At 3rd level, you learn the Prayer of Salvation Focus Art. This does not count against your Focus Arts known.

Prayer of Salvation

Focus Art, bonus action

As a bonus action, you expend 1 Focus Point. You and one creature of your choice you can see within 60 feet of you each regain 1d6 hit points and gain an equal number of temporary hit points.

Savior's Focus

Also at 3rd level, you find new strength in the most desperate hours. When an allied creature you can see or hear is reduced to 0 hit points, you regain 1 Focus Point. Once you use this feature, you can't do so again for 1 minute.

Sanctifying Light

Starting at 7th level, when you expend a Focus Point, you can choose to emit a glow of divine light until the end of your next turn, illuminating a 20-foot radius in bright light and an additional 20 feet in dim light. The light is sunlight. Any allied creature that enters the bright light for the first time on a turn or starts its turn there gains 1d6 + your proficiency bonus hit points. This light is extinguished if you become incapacitated.

Purifying Salvation

Starting at 14th level, your Prayer of Salvation Focus Art can target an additional creature, and the number of hit points it restores and temporary hit points it grants increases to 1d12.

Additionally, if any of the targets are charmed, frightened, poisoned, or suffering from a short-term madness, you can cleanse the condition from them, ending it.

Light of Hope

Starting at 17th level, as a bonus action, you can unleash a blinding light from within for 1 minute, illuminating the darkness. You gain the following benefits for the duration:

- The radius of your Sanctifying Light increases to 30 feet of bright light and 30 feet of dim light. You and each creature of your choice within the bright light are under the effect of *bless*. Creatures in the bright light have advantage on death saving throws, do not die at three failed saves, and becomes stable with three successful saves, even if they have three or more failed saves. A creature that is no longer within the bright light of this effect and is not stable dies if they have failed three or more death saving throws.
- When you use Prayer of Salvation, you immediately regain the expended Focus Point.

These benefits end early if you become incapacitated, or end this feature early as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Art by Dark Lord

SANGUINE CHAPTER

In order to strengthen themselves, jaegers of the Sanguine Chapter rely on the essential essence that is blood. They achieve resilient states of unnatural life and feed their powers with the fruits of their violence. Although some may consider them to be monsters in and of themselves, when faced with the horrors that lurk in the dark recesses of the world, sentiment quickly changes. A jaeger's abilities can hold the line and preserve the tenuous flame of life when it should have long since been extinguished, keeping themselves and their allies alive while draining the strength of their adversaries in an endless crimson parade of blood.

Vital Consumption

Starting at 3rd level, you gain the ability to draw power from the flowing blood of your foes. You learn the Blood Drain Finisher, which does not count against your Finishers known. Some of your abilities use a Blood Magic save DC, which is calculated as follows:

Blood Magic save DC = 8 + your Intelligence or Constitution modifier (your choice) + your proficiency modifier.

Blood Drain

Finisher, bonus action

As a bonus action, you can expend all of your Momentum dice to drain the blood of a creature within 5 feet of you magically consuming its vitality as your own. The target must make a Constitution saving throw against your Blood Magic save DC. On a failed save, it takes necrotic damage equal to the number rolled on each of the expended Momentum dice. On successful save, it takes half as much damage. Success or failure, you regain hit points equal to half the necrotic damage dealt.

If the target is bloodied (has half its maximum hit points or fewer) after taking the damage from this Finisher or if you use this Finisher against a creature suffering from an effect that makes it bleed (such as Hemorrhaging Wound), you regain 1 Focus Point.

> *"The sweet smell of blood—oh, it's enough to make a man go mad."*

Crimson Rage

Also at 3rd level, when you become bloodied (have half your maximum hit points or fewer), you regain 1 Focus Point and gain 1 Momentum die. You cannot benefit from this feature again for 1 minute.

Blood Hex

Starting at 7th level, when you use your Blood Drain Finisher and the target fails its saving throw, you can invoke a blood hex, selecting one of the following effects:

- **Blood Puppet.** The target must use its reaction to move up to 5 feet in a direction of your choice (if the target's reaction is unavailable, it cannot move).
- **Bound Blood.** The target's speed is reduced by half until the start of your next turn.
- **Burning Blood.** The target takes fire damage equal to half the necrotic damage dealt.

Empowered Blood Hex

Starting at 14th level, you can invoke more powerful blood hexes. You gain the following options, each of which are improved versions of the hexes granted by Blood Hex, but cost 2 Focus Points to invoke.

- **Blood Puppet (Empowered).** The target must use its reaction to move up to 5 feet and make a single weapon attack against a creature of your choice (if the target's reaction is unavailable, it cannot move).
- **Bound Blood (Empowered).** The target is restrained until the start of your next turn.
- **Burning Blood (Empowered).** At the start of each of its turns, the target takes fire damage equal to the necrotic damage dealt. The target can repeat the saving throw it made against the Blood Drain Finisher at the end of each of its turns, ending the effect on a success.

Blood Frenzy

Starting at 17th level, while bloodied (have half your maximum hit points or fewer) you gain the following the benefits:

- Your speed is increased by 20 feet.
- When you take the attack action, the number of attacks you make increases to three.
- All hit points you regain from your jaeger abilities are doubled.
- You can use the Blood Craze Focus Art.

Blood Craze

Focus Art, reaction

As a reaction to being reduced to 0 hit points but not killed outright, you can expend 1 Focus Point to drop to 1 hit point instead.

Note: Blood Craze
This is a Focus Art, so it works with Always Ready (which grants an additional reaction), making the Sanguine Chapter fairly difficult to stop at 20th level.

Art by Dark Lord Studios

Additional Focus Arts

Aerial Vault
Focus Art, special

When you make a jump, you can expend 1 Focus Point to double your jumping distance for that jump, and you can ignore difficult terrain until the end of your turn. When you use this Focus Art, the maximum distance you can jump isn't limited by your walking speed.

Elemental Art
Focus Art, bonus action

As a bonus action, you expend 1 Focus Point and touch a weapon you're carrying. Choose between acid, cold, fire, or lightning. For 1 minute, the weapon deals that damage type instead of its normal type.

Focus Mind
Focus Art, reaction

As a reaction to making a saving throw against being charmed, frightened, or having your mind read or influenced, you can expend 1 Focus Point to gain advantage on the roll. If you already have advantage on the roll, you can reroll one of the dice once.

Flourish
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point and gain 1 additional Momentum die (gaining 2 Momentum dice in total, which includes the die gained through the Momentum feature from expending the Focus Point on Flourish).

I Don't Want To Be Eaten Today
Focus Art, reaction

As a reaction to becoming grappled or restrained by an effect that has an escape DC or to making a contested roll against these conditions, you can expend 1 Focus Point to attempt to immediately escape the effect, making an Athletics or Acrobatics check against the escape DC, or to gain advantage on the contested roll.

Jaeger's Rush
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to take the Dash action.

Jaeger's Assessment
Focus Art, bonus action

As a bonus action, you can expend 1 Focus Point to make an Investigation check against a creature you can see within 60 feet of you, contested by its Deception check. On success, you learn its creature type, AC, any resistances or immunities it has to damage or conditions, and any spells it is under the effect of.

Alternatively, when you take this bonus action, you can take the Search action.

Finishers

Breaking Blow
Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to force the target to make a saving throw, suffering a condition for 1 minute on a failure. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus. The type of saving throw and the condition depend on the number of Momentum dice you have when you use this Finisher. You can choose to inflict a condition that requires fewer Momentum dice than you expend, but all Momentum dice are expended regardless of the condition selected.

The target can repeat its saving throw against the condition at the end of each of its turns, ending the effect on a success. If the condition inflicted is Prone, they do not need to pass a subsequent save and can end the condition by standing as normal instead.

If the target fails its initial save against the effect, you regain 1 Focus Point.

Momentum Dice	Saving Throw	Condition
1	Strength	Prone
2	Constitution	Blinded
3	Strength	Restrained
4	Constitution	Stunned
5+	Constitution	Paralyzed

Chasing Finisher
Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to move 10 feet per die expended before making a melee weapon attack. On a hit, add the expended Momentum dice to the attack's damage roll.

If you move at least 30 feet using the Finisher, you regain 1 Focus Point.

Hemorrhaging Wound
Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to rend a vicious bleeding wound. At the end of each of the creature's turns, it loses hit points equal to the Momentum dice expended. Each time it takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by 1, and the bleeding stops when the number of dice would be reduced to 0. A bleeding creature can make a Constitution saving throw at the end of each of its turns, after taking the damage, ending the effect on a success. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus + half the number of dice remaining, rounded down.

Applying a new bleed while the target is still bleeding does not stack, but instead refreshes the number of dice of damage taken from the bleed to the higher of the two values.

Opportunistic Shot
Finisher, reaction

As a reaction when a creature within 20 feet of you becomes paralyzed, restrained, or stunned, you can expend all of your Momentum dice and make a single weapon attack with a firearm you are holding. On a hit, the target takes damage equal to the weapon's damage roll plus the expended Momentum dice, it is knocked prone, and you regain 1 Focus Point.

Vicious Finisher
Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to form a spectral beast claw around one hand and make a melee weapon attack with it against a creature within 5 feet of you. You can use your choice of your Strength or Dexterity modifier for the attack and damage rolls of this attack. On a hit, the target takes magical slashing damage equal to 1d12 + your Strength modifier + the Momentum dice expended. This attack has a higher critical hit range based on the number of Momentum dice expended, reducing the roll needed by 2 for each die, up to a maximum of scoring a critical hit on a 10-20 with 5 Momentum dice.

If the Finisher is a critical hit, you regain 1 Focus Point.

Volley Finisher
Finisher, bonus action

As a bonus action while you are holding a firearm, you can expend all of your Momentum dice to reload and fire a spray of shots at blinding speed. Each creature in a 30-foot cone must make a Dexterity saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus). On failure, a creature takes piercing damage equal to the Momentum dice expended.

If the Finisher damages 2 or more creatures, you regain 1 Focus Point.

> ***Clarification: Momentum Dice***
> *Whenever you add the number of Momentum dice expended to damage, roll the expended dice and add the total rolled to the damage, not the number of dice itself.*

BARBARIAN: PATH OF THE EARTHBREAKER

In a time long past, the power to command gravity was stolen and disseminated throughout the destitute underbelly of Luyarnha, much like the mythical theft of fire from the heavens. Within the ranks of the Forsaken, many have embraced the spatial magic as a tool of mass destruction, unleashing it upon beasts and mortals with a ruthlessness particular to those who have nothing to lose. Among them, the Earthbreakers stand imperious; barbarians with a natural affinity for the void, capable of leveling buildings in their rage, these living titans are coveted prizes. Many factions seek to bend their wills for their own ends, and if such control proves impossible, death is an all too frequent outcome.

Whether from innate talent, intense training, or cursed rituals, all Earthbreakers share the same path of destruction, crushing their foes and grinding them to dust. Earthbreakers thrive in the middle of the battlefield, where they break their enemies, drag their face on the pavement, and leave behind naught but a mess of blood and brain. It is pointless to hide from them, for they are capable of shattering the very foundations of the world to unearth their quarry. The power to reshape the world—to bend and break it at a whim—is one many desire, yet few master it like Earthbreakers do.

Overwhelming Power

Starting at 3rd level, you have learned to channel destructive energy through your fists and other body parts. When you hit with an unarmed strike, you can deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. This die increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level. When you make an unarmed strike against a creature on your turn, you can use a bonus action to make another unarmed strike against the same creature.

Your sheer power puts a massive strain on most weapons, shattering them. When you hit with a melee attack with a nonmagical weapon, the weapon breaks in your hand and can't be used to make attacks until it is repaired. In addition, the range of thrown weapons is doubled for you. If you hit with a ranged attack with a thrown weapon, you can use the damage die above in place of the weapon's usual damage dice.

Gravitational Rage

At 3rd level, once per turn, when you deal damage to a creature with an unarmed strike, you can choose one of the following effects. These effects use your Earthbreaker save DC.

Earthbreaker save DC = 8 + your proficiency bonus + your Strength modifier

- **Burying Hands.** The target must succeed on a Strength saving throw or have its speed reduced to 0 until the start of your next turn, as you partially bury it in the ground. If the target fails the saving throw by 5 or more, it is also knocked prone. If the target isn't on the ground when it fails this save, it immediately falls instead, even if it can hover.

- **Bulldozing Punch.** You push the target 10 feet away from you or upward. If pushed into an obstacle or another creature, the target takes bludgeoning damage equal to your Strength modifier (minimum of 1). Creatures with a Strength score equal to or greater than yours can make a Strength saving throw to resist this effect, avoiding it on a success. If you push the target upward, it can make a DC 10 Dexterity saving throw, avoiding any fall damage on a success.

Art by Dark Lord Studios

Ruination

Starting at 6th level, the strength you wield is capable of toppling the arcane rules of the world. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

In addition, when you hit a physical barrier created by a spell with an unarmed strike, such as the effect of a *wall of force* or *forcecage* spell, or any other wall spell (such as *wall of fire*, *gravity wall*†, or *prismatic wall*), you can make a Strength check (DC = 10 + the spell's level), rupturing the arcane and dispelling the spell on a success.

Imperious Gravity

Also at 6th level, you increase your mastery over gravity. On each of your turns while raging, you can use a bonus action to create one of the following effects, using your Earthbreaker save DC. The range of these abilities, and the distance they move creatures, doubles at 14th level.

- **Attractive Field.** You unleash a gravitational wave. Each creature in a 15-foot cone originating from you must succeed on a Strength saving throw or be pulled up to 10 feet towards you.

- **Repulsive Field.** You condense a bubble of gravity around yourself. The next time a creature would hit you with a melee attack, the bubble bursts in a roaring explosion. Each creature within 10 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet away from you. If this pushes the attacker beyond its reach of you, the attack misses you. If the bubble doesn't burst by the start of your next turn, it harmlessly dissipates.

- **Stomp.** You stomp the ground, causing a destructive quake in a 10-foot-long, 5-foot-wide line on the ground originating from you. Each creature in the area must succeed on a Dexterity saving throw or take 1d4 bludgeoning damage and have disadvantage on its next Strength saving throw before the start of your next turn as it is thrown off balance. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

> *"Nobles have their honor,*
> *Hunters have their courage,*
> *Priests have their faith,*
> *But all we have is rage."*

Unyielding

Beginning at 10th level, your unarmed strikes deal double damage to structures and you can ignore difficult terrain.

In addition, your crushing power seeps into all the aspects of your life. You can add your Constitution modifier to any Strength checks and Intimidation checks you make.

World Breaker

Once you reach 14th level, your blows can level the world. Once on each of your turns while you are raging, when you make a melee attack, you can fracture the world. On a hit, the target takes an extra 3d12 bludgeoning damage and is pushed up to 30 feet away from you. In addition, hit or miss, the area in a 90-foot cone in front of you breaks, as per the *earthquake* spell (save DC equals your Earthbreaker save DC), although the spell only lasts until the start of your next turn, doesn't require concentration, and can create only 1d4 fissures in the area.

You can use this feature a number of times equal to your Strength modifier, and you regain all expended uses when you finish a short or long rest.

BARBARIAN: PATH OF THE LIGHTNING VESSEL

A Lightning Vessel is a brute, a monster of battle. Their bodies overflowing with lightning, they arrive unexpectedly, often dropping from buildings or leaping impossible distances, before crashing down amidst the fight. The presence of a single Lightning Vessel is often enough to turn the tides of battle. Their ferocious electricity rampaging through their enemies, leaving a trail of charred corpses in their wake. If one ends up face to face against such a monster, there is no running away—they will catch you, electrocute you, and rend your corpse. Although vital in the fight against the Scourge, their recklessness causes fear in the heart of friends and foes alike.

The Scions created the Lightning Vessels, using galvanized rods implanted within the spine of newborns, before subjecting them to violent shock therapy. Of those children, a few grew capable of harnessing lightning, while many more were crippled for life—a small price to pay for salvation. This very technology was later used to create the Galvanized Prowlers, mortal enemies of the Lightning Vessels, as the Scions started fearing their own creation.

Galvanic Heart

Lightning is part of you. It flows through your veins and awaits release. At 3rd level, you gain resistance to lightning damage. If you already have this resistance, instead, if you take lightning damage, you can reduce that damage by 1d6 (after the resistance applies).

In addition, while raging, you can unleash the lightning within. For the duration of your rage, you can use your bonus action to unleash various powers.

> *"Even while her body was falling apart, she was still fighting. Even when her arm was being torn to shreds, she was still fighting. When all her allies fell, she stood and kept fighting. Only when the battle was won did she draw her last breath, but she was still standing. Not even death could break her."*
>
> *—Unknown survivor of the 26th Eldritch hunt.*

Art by Dark Lord Studios

Saving Throws. Some of your abilities require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Vessel save DC = 8 + your proficiency bonus + your Constitution modifier

• **Electrified Chains.** You can use your bonus action to create chains of lightning that wrap around your weapon. The next time you hit a creature this turn, it takes additional lightning damage equal to twice your Constitution modifier and becomes ensnared by the chains, which anchor to the floor, until the start of your next turn. Each time it attempts to move more than 10 feet while ensnared, it must make an Athletics check contested by your Athletics check, freeing itself on a success. On a failure, it takes the lightning damage again and its speed is reduced to 0 until the start of your next turn.

• **Fulgurant Strike.** When you hit a creature with a melee weapon attack, you can leave the weapon embedded in their chest for a brief moment and immediately use a bonus action to call down lightning from the heavens to strike them, using the weapon as a conduit, before retrieving it. The target takes lightning damage equal to twice your Constitution modifier, and all creatures within a 5-foot radius must succeed on a Dexterity saving throw against your Vessel save DC or also take that damage. You have advantage on this saving throw.

• **Lightning Step.** As a bonus action, you can move up to half your speed. During this rush, your body becomes supercharged; if you end this movement within 5 feet of a creature, it takes lightning damage equal to twice your Constitution modifier as the lightning leaps to them. If there are multiple creatures, choose one that takes the damage.

Roaring Crash

At 6th level, you are ready to leap into battle at a moment's notice, crashing down on your foes like thunder from the heavens. As part of entering your rage, you can leap into the air, before crashing down on a point on the ground that you can see within 30 feet of you that isn't occupied by a Huge or larger creature. All creatures in a 10-foot radius centered on that point must succeed on a Dexterity saving throw against your Vessel save DC or take a number of d8s of lightning damage equal to your Constitution modifier (minimum of 1d8), or half as much damage on a success.

If a creature is in the space on which you land, they have disadvantage on the saving throw and are pushed 5 feet out of your space into an unoccupied space of their choice. If no unoccupied space is within range, the creature instead falls prone in your space.

At 10th level, the distance you can leap increases to 60 feet, and you can land in spaces occupied by Huge creatures. At 14th level, the distance increases to 90 feet, and you can land in spaces occupied by Gargantuan creatures.

Lightning Reflexes

At 10th level, the lightning you wield enhances your reflexes past what your body could normally handle. As a result, whenever you make a Dexterity check, you gain a bonus to the check equal to your Constitution modifier (minimum of +1).

In addition, while raging, you can use Lightning Step once on each of your turn without using a bonus action.

Electric Beast

Starting at 14th level, you are one with the lightning that flows through you. The damage from your Galvanic Heart's abilities increases to three times your Constitution modifier, and they improve in the following way:

• **Electrified Chains.** The creature cannot move more than 5 feet without attempting the check, and on a failure, they can't take reactions until the start of your next turn.

• **Fulgurant Strike.** The lightning strike's radius increases to 10 feet, and you can choose a number of creatures equal to your Constitution modifier that automatically succeed on the saving throw.

• **Lightning Step.** You can now move up to your full speed, and you can choose to merge with the lightning, teleporting the distance moved instead.

BARD: COLLEGE OF THE APOCALYPSE

Apocalypse bards are masters at conjuring forth the ancient powers of eldritch gods, summoning forth their otherworldly might to wreak havoc on the mortal realm. All who hear their aberrant harmonies fear and revere them—they understand that with a single whisper, these bards can cause the end of all things. Apocalypse bards are often found on the front lines of battle, their music serving as a rallying cry for their allies and a death knell for their enemies. With each stanza they produce, a member of the College of the Apocalypse draws closer to the ultimate revelation of the horrors that lie beyond the veil. Many fear the day when they will finally succumb to the madness that gnaws within their mind.

As they progress in their studies, members of this bard college gain the ability to summon forth devastating powers with their music. They can call down swarms of pain, tear open rifts in reality, and unleash waves of madness upon their foes. They know the apocalypse is coming, for they are the ones bringing it.

Endless Symphony

When you join the College of the Apocalypse at 3rd level, and again at 6th and 14th level, you gain another use of your Bardic Inspiration feature.

In exchange, your Bardic Inspiration die doesn't change at 5th level, remaining a d6; it becomes a d8 at 10th level, and a d10 at 15th level.

Eldritch Choir

At 3rd level, you understand how to use your bardic magic to conjure forth the power of the Great Ones. You learn two Eldritch Melodies of your choice, which are detailed under "Eldritch Melodies" below. A level prerequisite refers to your level in this class. You can use a melody as an action, expending one use of your Bardic Inspiration. After you use a melody, you can't use that melody again until you finish a short or long rest. If a melody requires a saving throw, it uses your spell save DC. For a creature to become affected by one of your melodies, it must be able to hear you when you take the action.

You learn one additional Eldritch Melody of your choice at 6th and 14th level.

When you finish a long rest, you can delve into what lies beyond the veil, replacing one or more melodies you know with another one. Each time you attempt to replace a melody, make a DC 17 Charisma saving throw. On a failed save, you lose control over your mental journey into the void; you gain one short-term madness, don't replace that melody, and you can't replace any other melodies until you finish a long rest.

Knowledge from Beyond the Stars

At 6th level, the maddening revelations that haunt your mind guide you through the treacherous void. You learn to speak, read, and write Deep Speech. Additionally, whenever you make an Intelligence check that relates to the cosmos or the eldritch, you gain a bonus on that check equal to one roll of your Bardic Inspiration die (this doesn't expend the die).

Devouring Maw

Starting at 6th level, your words can call beings from beyond the veil. When a creature that possesses a Bardic Inspiration die from you is targeted by an attack, it can use its reaction to expend the die, summoning an eldritch maw that engulfs and protects it. Until the start of its next turn, it gains a bonus to its AC equal to the number rolled. If this causes the triggering attack to miss, the targeted creature can choose to be ripped through space by the maw, teleporting it to a point within 30 feet of it that it can see; if it does so, it loses the bonus to its AC.

Song of the Apocalypse

Starting at 14th level, you learn the spell *divine order: transcend*. It doesn't count against the number of spells you know. You can also cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest. When you cast the spell in this way, the apocalypse flows through you; damage can't break your concentration on this spell, and you automatically succeed on the saving throws to keep control over the spell.

Eldritch Melodies

Ballad of the Nameless City

Prerequisite: 3rd level

You channel the name of the lost city of the Great Ones, warping reality. Each creature within 30 feet of you must succeed on a Strength saving throw or be pushed up to 10 feet in a direction of your choice and knocked prone.

The number of feet up to which a creature is pushed increases to 20 feet at 6th level and 30 feet at 14th level.

Concord of the Depths

Prerequisite: 3rd level

You sing a hypnotic melody that evokes the presence of the sleeping horrors beneath the waves. Choose one creature within 60 feet of you. It must succeed on a Wisdom saving throw or become incapacitated and have its speed reduced to 0 for 1 minute, until it takes damage, or until someone uses an action to shake or slap it out of its stupor.

Starting at 6th level, you can target two creatures, and at 14th level, you can target a number of creatures equal to your Charisma modifier (minimum of three).

Epode For Whom the Bell Tolls

Prerequisite: 3rd level

You toll the bells of death, bolstering your allies. Choose up to five creatures within 30 feet of you. Each creature gains a bonus to their attack and damage rolls equal to half your Charisma modifier (rounded up) for 2 rounds, ending at the end of your subsequent turn.

Starting at 6th level, the bonus to damage rolls equals your Charisma modifier, and at 14th level, the bonus to both attack and damage rolls becomes equal to your Charisma modifier.

Transcendence of Flesh

Prerequisite: 3rd level

You sing a gloria in the name of corruption, calling forth writhing tentacles that surround and protect your allies. Each willing creature of your choice within 30 feet of you gains temporary hit points equal to half your bard level + your Charisma modifier, as tentacles sprout from its mouth, eyes, and ears, defending them without impeding their abilities. In addition, they have advantage on Strength checks and Strength saving throws until the end of your next turn.

Aria of the Reviled Stalker

Prerequisite: 6th level

You sing a haunting melody that evokes the presence of the lurking horrors beyond the veil. Choose one creature within 30 feet of you. It is partially absorbed by the cosmos for 1 hour, gaining a +10 bonus to Stealth checks and becoming unable to be tracked except by magical means. In addition, as an action, the creature can become incorporeal and move through other creatures and objects as if they were difficult terrain until the end of its turn. If it ends its turn inside an object, it takes 5 (1d10) force damage and is immediately shunted to the nearest unoccupied space. Once the creature uses this action, it can't do so again for the duration of the transformation.

Starting at 14th level, when the creature uses an action to become incorporeal, the effect lasts for 10 minutes instead.

Ode to Subjugation

Prerequisite: 6th level

You invoke the power of a devouring Great One, summoning forth a horde of writhing tentacles to ensnare your enemies. Each creature of your choice that you can see within 30 feet of you must make a Dexterity saving throw, becoming restrained for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Starting at 14th level, a restrained creature takes 3d6 necrotic damage at the start of each of its turns.

Requiem of Chaos

Prerequisite: 6th level

You don the visage of the Crawling Chaos, whispering your enemies' demise. Choose up to two creatures within 60 feet of you. They have disadvantage on Wisdom checks and Wisdom saving throws until the end of your next turn.

Starting at 14th level, you can target a number of creatures equal to your Charisma modifier (minimum of 3).

Song of Abject Birth

Prerequisite: 6th level

You invoke the power of the primordial chaos, hurling forth a horde of writhing fetuses. Each creature in a 30-foot cone originating from you must make a Dexterity saving throw, taking a number of d4s of necrotic damage equal to your level in this class on a failed save, or half as much damage on a successful one.

Starting at 14th level, the cone's size increases to 60 feet.

Assonance of Dreams

Prerequisite: 14th level

You sing a melody that allows travel through the dream realm. You conjure a circular portal up to 20 feet in diameter linking an unoccupied space you can see within 10 feet of you to a precise location you are very familiar with within 1 mile of you on the same plane of existence as you. You can orient the portal in any direction you choose. The portal lasts for 1 minute. Anything that travels through the portal is instantly transported to the location you chose, appearing in an unoccupied space nearest to the location.

Euphony of Self-Destruction

Prerequisite: 14th level

You carve the ancient symbol of the convergence of light, unleashing a portal to realms untold. Choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw or be drawn through it to an unknown destination. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target isn't an aberration, it takes 5d12 psychic damage and must succeed on a Wisdom saving throw or gain a long-term madness.

Nightmare of the Abyss

Prerequisite: 14th level

You recite the forbidden incantations of He Who Lies Dreaming, summoning forth a vision of the being's power. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw or be stunned until the end of your next turn.

Whispers of the Flesh-Defiler

Prerequisite: 14th level

You recite forbidden lore learned from a tome of flesh, summoning forth a swarm of buzzing, entrail-eating creatures. For 1 minute, a 30-foot-radius sphere of writhing worms appears at a point that you can see within 60 feet of you. When a creature enters the area for the first time on a turn or starts its turn there, it is devoured by it and must make a Constitution saving throw. It takes 5d6 necrotic damage and is poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On each of your turns after you summon the swarm, you can use a bonus action to move it up to 30 feet in any direction. This effect ends early if you take fire or radiant damage.

Cleric: Guardian Domain

Clerics of the Radiant Church are venerated as saint-like figures, and those who walk the path of the guardian even more so. Such overwhelming praise was only heightened by the arrival of the scourge, and the countless heroic actions performed by the Church anchored it as a beacon of salvation in the heart of the citizens of Luyarnha. This abundant reverence has its risks, of course, though few dare point it out; a zealous crowd is best left well alone.

Guardian domain clerics were the first to jump into combat against the beasts, and to this day haven't backed down from the battle, despite the pain and loss they have endured. Their protective spirit is embodied in their magic—summoning guardian angels—which swoop to their side, protecting any who would ask under their wings. Although the features of these angels can be unsettling, none would dare doubt their intentions.

Guardian Domain Spells

Cleric Level	Spells
1st	protection from evil and good, sanctuary
3rd	aid, warding bond
5th	protection from energy, slow
7th	guardian of faith, resilient sphere
9th	antilife shell, wall of force

Bonus Proficiencies

At 1st level, you gain proficiency with heavy armor.

Protective Magic

Starting at 1st level, when you cast a spell that restores hit points, the targeted creature also gains half as many temporary hit points (rounded down). If a spell targets multiple creatures, choose one creature that benefits from this effect.

Channel Divinity: Guardian Angel

At 2nd level, you can use your Channel Divinity to summon a divine emissary to your aid.

As an action, you present your holy symbol, and in a flash of radiance, a **Guardian Angel** appears in an empty space of your choice within 5 feet of you. The angel is friendly to you and your companions and obeys your commands. When you gain this feature, choose the nature of your angel: radiant or necrotic. This will affect abilities in the stat block.

See this creature's game statistics in the Guardian Angel stat block, which uses your proficiency bonus (PB) in several places. You determine the angel's appearance. Some angels take the form of a humanoid angelic figure dressed with pure garments, while many others espouse a more eldritch appearance.

In combat, the angel shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the angel can take any action of its choice, not just Dodge.

The guardian appears for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the angel again, or until you die.

Angelic Protection

Starting at 6th level, when you use your Channel Divinity to summon a Guardian Angel, it immediately casts *warding bond* (no action required) on a friendly creature that it can see (you included), ignoring the components of the spell.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Your Guardian Angel also gains this feature.

Aura of Defense

At 17th level, when your Guardian Angel casts *warding bond*, it can target a number of allied creatures (including you) equal to your Wisdom modifier (minimum 1). The spell functions as if the angel had created a *warding bond* with each individual creature. In addition, upon being summoned, the Guardian Angel gains temporary hit points equal to 5 times the number of creatures targeted by the spell.

Once you use this feature, you can't use it again until you finish a long rest.

Art by Maximiliano Moretto

Guardian Angel

Medium celestial, unaligned

Armor Class 10 + PB (natural armor)
Hit Points 5 + 5 times your cleric level
Speed 0ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

Damage Immunities radiant or necrotic
Condition Immunities blinded, charmed, frightened, grappled, prone, restrained
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands the languages you speak
Challenge — Proficiency Bonus: equals your bonus

Incorporeal Being: The angel can move through other creatures as if they were difficult terrain.

Actions

Divine Blade. *Melee Weapon Attack:* your spell attack modifier to hit, range 10 ft., one target you can see. *Hit:* 1d6 + PB radiant or necrotic damage and the angel regains half as many hit points.

Bonus Actions

Reality Warp. The angel teleports to an empty space adjacent to an allied creature within 60 feet of it.

Reactions

Self Sacrifice. When a creature other than the angel is hit by an attack while within 30 feet of the angel, the angel can teleport into the creature's space, taking the damage instead of the creature. To do so, the angel must be able to see both the creature and the attacker.

Art by Marcelo Orsi Bianco

DRUID: CIRCLE OF SYMBIOSIS

The Circle of Symbiosis allows druids devoted to Nature to become one with it—in the most real sense of the word. These druids have mastered osteomancy and use it to sever their own limbs and replace them with fragments of the natural world. To become "awakened symbiotic entities", something others would decry as aberrations, they graft one or multiple limbs to their body. Deer hind-legs replace their own, tree branches take over their arms, and the most devoted and zealous replace their head with that of an animal.

By reveling in such powers, the Circle of Symbiosis seeks to make all living beings one with Nature, or else. No sacrifice is too great for the cause. As such, even children of the Circle are forced to undergo these often deadly abscissions, developing their rampaging powers soon after and with great affinity. As these druids age, they become indistinguishable from their grafts, their humanity slowly waning to make way for something more implacable, more unyielding. Their practices have shunned them from most civilized locales, a punishment that hasn't stopped them from recruiting—or abducting—more to join their cause.

Spells

Your fusion with Nature through osteomancy grants you access to certain spells. At 2nd level, you learn the *shillelagh* cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Symbiosis Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Symbiosis Spells

DRUID LEVEL	SPELLS
2	shillelagh
3	barkskin, skeletal tail†
5	osseous cage†, plant growth
7	maiden of bones†, stoneskin
9	forest of dread†, tree stride

Wickerbone Behemoth

Starting at 2nd level, you can unleash the vicious natural powers held amidst your flesh. As an action, you may expend a use of your Wild Shape to awaken Nature's anger, turning into a behemoth, rather than transforming into a beast form. A deer skull, wooden skin, goat hooves, or other such natural gifts overtake your body. While this feature is active, you gain the following benefits:

- Your arms count as clubs, each under the effect of the *shillelagh* spell.

- You are under the effect of the *barkskin* spell, although you do not need to concentrate on it. In addition, whenever a creature damages you with an attack, your skin splinters and all creatures of your choice within 5 feet of you take 1d4 magical piercing damage. This damage increases to 2d4 at 10th level.

- The stress of battle stimulates your organism to fight and survive. At the start of each of your turns, you regain hit points equal to half the damage taken since the start of your previous turn (rounded down, minimum of 0), up to a maximum of three times your Wisdom modifier. This regeneration doesn't work if you are unconscious.

These benefits last for 10 minutes, or until you use your Wild Shape again. You cannot use this transformation if you are wearing armor.

Grafted Powers

The multiple aspects of Nature that you forcefully implanted within you manifest themselves in other aspects of your life. At 2nd level, you gain one of the following benefits.

- **Bear Back.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, as well as for grappling checks. In addition, you can add your Wisdom modifier to any Strength check that you make.

- **Deer Head.** You have advantage on Perception checks that rely on sight or smell.

- **Goat Hooves.** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone. You gain a climbing speed equal to your walking speed.

These elements can be visible or not, or be represented by other natural aspects. Choose at your discretion when selecting this class.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Nature's Wrath

Starting at 10th level, your natural grafts succumb to your osteomantic powers and allow you to tap deeper into Nature's fury. You are permanently under the effect of the *barkskin* spell.

In addition, when you use your Wickerbone Behemoth transformation, your size becomes Large, and whenever you damage a creature with bludgeoning, piercing or slashing damage, you gain temporary hit points equal to 1d8 + your Wisdom modifier.

Briarheart

At 14th level, your fusion is complete, and your heart is absorbed, its sacrifice making way for a new heart, one that can fully channel the rage of the natural world. Your melee weapon attack deal extra damage equal to your Wisdom modifier on a hit.

In addition, when you drop to 0 hit points, choose two willing creatures that you can see within 30 feet of you to empower with your connection to Nature. They gain the benefits of your Wickerbone Behemoth for 1 minute feature, using your Wisdom modifier, and can choose to immediately transform (no action required), even if they are wearing armor.

Once you use this feature, you must finish a long rest before you can use it again.

FIGHTER: BLOOD ARCHER

Blood archers are cursed beings that should not exist. Birthed from nightmarish experiments by the Obitus Scholare, these hunters use a cursed method of archery, weaving their own blood into attacks to produce supernatural effects. Their powers come from tarblood, an amalgamation of hundreds of species' blood that was forcefully injected in the veins of hunters. Those who didn't die or go insane during the procedure became the first blood archers; only they and their descendants can wield this vicious power.

Blood Shot

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn three Blood Shot options of your choice (see Blood Shot Options below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Blood Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest.

You gain an additional Blood Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

Blood Archer Anatomy

At 3rd level, your body adapts to the tarblood within. You are immune to disease, have resistance to poison damage, and have advantage on saving throws against poison.

In addition, once you've fought a creature, you can relentlessly track it, sensing the blood of your prey. You have advantage on any Perception or Survival check you make to find a creature you've dealt damage to and has blood.

Blood Arrows

At 7th level, you gain the ability to create arrows with your blood. When you make a ranged attack using a shortbow or longbow, you can create a blood arrow in place of standard ammunition. Blood arrows are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, when you use your Blood Shot feature, you can add your Constitution modifier to the damage roll of the effect.

Blood Recall

At 10th level, you learn how to recall your arrows. When you make an attack roll with a blood arrow and miss, you can use a bonus action to reroll the attack roll against the original target, as the arrow flies back towards you.

Blood of Creation

Starting at 15th level, as an action, you can choose to sacrifice your lifeforce to reinvigorate control over your blood magic. You take necrotic damage equal to 1d10 + your Constitution modifier, which you cannot reduce in any way, and regain 1d4 uses of your Blood Shot.

Blood Shot Options

The Blood Shot feature lets you choose options at certain levels, which are presented here in alphabetical order. They are all magical effects. Some of the Blood Shot options require your target to make a saving throw; the DC is calculated as follows:

Blood Shot save DC = 8 + your proficiency bonus + your Constitution modifier

Bewitching Arrow

You infuse fey blood to cause this arrow to temporarily charm its target. The creature hit by the arrow takes an extra 2d6 psychic damage and must make a Wisdom saving throw. If it fails the save, you can choose one of the target's allies within 30 feet of it; the target now considers this ally as an enemy until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Bloodboil Arrow

Fiendish blood is infused in this devilish arrow that you fire. The arrow detonates in a cloud of ignited blood after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage as their bodies start burning. This fire damage ignores resistance.

The fire damage increases to 4d6 when you reach 18th level in this class.

Bloodshard Arrow

You transform your arrow into a thread of sharp blood, which, instead of an attack roll, fires forward in a 1-foot-wide, 30-foot-long line, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw, taking damage as if it were hit by the arrow plus an extra 1d6 piercing damage on a failed save, or half as much damage on a successful one.

This extra piercing damage increases to 2d6 when you reach 18th level in this class.

Constraining Arrow

When this arrow strikes its target, blood tainted by oozes creates grasping and sharp tendrils of blood, which wrap around the target. The creature hit by the arrow takes an extra 2d6 acid damage, its speed is reduced by 10 feet, and it takes 2d6 acid damage the first time on each turn it moves 1 foot or more without teleporting. A creature can use its action to make a Athletics check against your Blood Shot save DC, removing the tendrils from itself or another creature within its reach on a success. Otherwise, the tendrils last for 1 minute or until you use this option again.

Both acid damages increase to 4d6 when you reach 18th level in this class.

Exiling Arrow

You use celestial blood to try to temporarily banish your target to a harmless location in the Celestial Plane. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0 and it is incapacitated. At the end of its next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, the target also takes 2d6 radiant damage when the arrow hits it.

Hunting Arrow

Using ancient bestial blood, you grant your arrow the ability to seek and hunt any foe, allowing the arrow to curve and twist its path in search of its prey. Instead of an attack roll, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary, and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow plus an extra 1d6 piercing damage, and you learn the target's current location.

The extra piercing damage increases to 2d6 when you reach 18th level in this class.

Shadowblood Arrow

You weave threads of shadows from the blood of your foe, causing it to obscure the battlefield. The creature hit by the arrow takes an extra 2d6 necrotic damage and its blood forms a dark red mist that rises in a 10-foot radius around the target. This mist is magical darkness and spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. It lasts until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Thunderblood Arrow

You imbue your arrow with forceful energy drawn from the blood of giants. The arrow detonates immediately after it hits your target; the creature takes an extra 2d6 thunder damage and is pushed back 15 feet. In addition, it must succeed on a Strength saving throw against your Blood Shot save DC or be knocked prone.

The thunder damage increases to 4d6 when you reach 18th level in this class.

Withering Arrow

You weave cursed undead blood into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw against your Blood Shot save DC, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

GM Note: *This subclass can be played using crossbows instead of bows. It can also be played using firearms, although not all of them. The firearms that can be used for this subclass are: flintlocks, pistols, rifles.*

FIGHTER: LIVING NIGHTMARE

First it was an accident, a hunter dying on a battlefield, in dire need of a transplant. The clerics used what they could find and unknowingly grafted accursed flesh onto the dying man, yet, not only did he survive, he rose again stronger than ever before.

It was that day the Radiant Church knew that they found a power rivalling that of the very god they worshipped. They took these experiments further, ordering the Obitus Scholare to harness that power. The desperate fight against the scourge demanded urgent results; no act was too sacred nor debauched. And so, the accursed Luyarnha gave birth to living nightmares, monsters of its own creation.

The experiments have since stopped: indeed, it was far too common to see those grafted with eldritch flesh lose their humanity and turn into the very monsters they were supposed to eradicate. Yet some remain, a few fortunate hunters who retain their sanity, or perhaps, who have yet to awaken their true powers.

Awakened Mutation

Starting at 3rd level, the powers within your eldritch flesh begin to awaken. You forever lose proficiency with shields and heavy armor, as your ever-changing body cannot hold on to them.

Your flesh hardens and your reflexes grow, empowered by other-wordly ichor. While you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier + your Constitution modifier.

Eldritch Weaponry

Also at 3rd level, as a bonus action, you can mutate your body, transforming it into various weapons of destruction. They count as simple melee weapons for you, and you add your Strength modifier to the attack and damage rolls when you attack with them, as normal. When you use these weapons, you drop any items you are holding with those limbs. Some of the Living Nightmare features require your target to make a saving throw; the DC is calculated as follows:

Living Nightmare save DC = 8 + your proficiency bonus + your Constitution modifier

You choose the weapon's form each time you make an attack roll:

Stinger. One of your limbs grows into a razor-sharp blade. It deals 1d8 piercing damage on a hit. When you take the Attack action to attack with it on your turn, you can use a bonus action to turn another limb into a Stinger and strike with it, making a single additional attack.

Hammer Arm. Your arms turn into a black-tinted bone club. On a hit, it deals 2d6 bludgeoning damage and you can choose to push the target 5 feet away.

Tendinous Lash. One of your limbs replaces its bones with tough coiled ligaments, allowing it to stretch a disturbing distance without breaking. It deals 1d4 slashing damage on a hit and has a reach of 15 feet. In addition, the first time on a turn you deal damage with your lash, the target must succeed on a Strength saving throw against your Living Nightmare save DC or be knocked prone as the limb sweeps their feet.

Alternatively, you can transform your limb into a shield:

Sinister Aegis. Whenever you are targeted by an attack that you can see, you can use your reaction to temporarily turn one of your arms into a fleshy shield, gaining a +2 bonus to AC until the start of your next turn.

In addition, your eldritch flesh is capable of devouring some magical items to gain their properties. As part of a short or long rest, you can devour the following types of magic items, absorbing their properties:

- A rapier; its properties are added to your Stinger.
- A maul; its properties are added to your Hammer Arm.
- A whip; its properties are added to your Tendinous Lash.
- A shield; its properties are added to your Sinister Aegis.

If you absorb another magical item of the same type, the previous magic item of that type is destroyed.

Macabre Appetite

At 7th level, you can use the voracious hunger that dwells within your accursed body to devour the corpses of your foes and mend your flesh. When you stand within 5 feet of the corpse of a creature that has died less than 1 week ago, you can use your action to touch it and let your eldritch appendages devour it. You regain a number of hit points equal to the creature's CR (minimum of 0, rounded down). In addition, for the next 24 hours, you can use an action to assume the creature's appearance and voice, though none of your game statistics change. You stay in the new form until you use an action to revert to your true form or until you die.

After 24 hours, or if you consume another creature, you lose the ability to take the appearance of the consumed being.

Ascended Being

At 10th, your eldritch powers give you access to powers mortals can only dream of. Whenever you consume a creature with your Macabre Appetite, you also inherit all their memories from the last week before their death.

In addition, as a bonus action, you can grow a pair of eldritch wings, giving yourself a flying speed of 30 feet for 1 minute. You can use this bonus action a number of times equal to your Constitution modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

> ***GM Note:*** *If you want to make this subclass more sinister, limit the use of this feature to once per short or long rest, or until the player devours a humanoid of CR 1 or higher.*

Nightmarish Weaponry

At 15th level, your body enters its next stage of evolution. The weapons you wield now have the power to annihilate all who stand in your way. Once on each of your turns when you make use of your Eldritch Weaponry, you can strain your body to generate a more violent eldritch power, replacing one of your attacks:

Stinger. You can replace one of your Stinger attacks. Instead, each creature in a 30-foot cone in front of you must succeed on a Dexterity saving throw against your Living Nightmare save DC or take damage equal to 3 hits from your Stinger.

Hammer Arm. You can replace one of your Hammer Arm attacks. Instead, you smash the ground below you, causing quakes and sending fragments flying. Each creature within 20 feet of you must succeed on a Dexterity saving throw against your Living Nightmare save DC or take damage equal to 2 hits from your Hammer Arm and be knocked prone.

Tendinous Lash. You can replace one of your Tendinous Lash attacks, swiping those around you instead. Each creature within 15 feet of you must succeed on a Strength saving throw against your Living Nightmare save DC or take damage equal to 1 hit from your Lash, be pulled 10 feet in a straight line towards you, and be restrained until the start of your next turn.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1), and can't do so again until you finish a long rest.

Eldritch Contamination

Starting at 18th level, you can temporarily infect creatures with the nightmare that lives within you, turning them into puppets. You can cast the *dominate monster* spell, requiring no components, and your spellcasting ability for the spell is Constitution. Once you use this feature twice, you can't do so again until you finish a long rest.

MONK: WAY OF THE FIRE DANCER

The fire dancers carry an almost extinct tradition. Once a trading group, they considered themselves a family of a single creed: "Those who harm us will bathe in flames." This nomadic group of seasoned warriors welcomed all walks of life, regardless of origin, status, or influence; as long as one conducted oneself with respect towards their fellows, the caravans would open their door. Their iron-clad creed and welcoming nature was their downfall.

Upon arriving in Luyarnha, they were accused of bringing the scourge with them. After all, the dancing flames didn't affect the city before their arrival. This lie, like so many told, carried a kernel of truth that was exploited to bend others to the city's will. For this sin, they were imprisoned, left to starve, and forbidden from practicing their martial arts.

Such a treatment couldn't break their will; to hide their practice of martial arts, the traveling band took the name of fire dancers and hid their powers within their dance. For years they have endured, many escaping the prison with the aid of their fellows, yet the bonds of family entrap more firmly than any chain could. Even those who escape refuse to leave the city until their kin are freed and their name is cleared.

Blazing Performer

At 3rd level, you've trained your body to dance through flames. You gain proficiency in the Performance or Acrobatics skill (your choice), and your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

In addition, you gain resistance to fire damage. If you already have this resistance, instead, if you take fire damage, you can reduce that damage by 1d6 (after the resistance applies).

Dance of Fire

At 3rd level, you are a master at weaving flames through your use of ki, creating a deadly dance. When you spend a ki point during your turn, your monk weapons and unarmed strikes catch fire until the start of your next turn. While on fire, they deal extra fire damage equal to your Wisdom modifier, and you gain a bonus to your AC equal to half your Wisdom modifier for the duration.

In addition, while your flames are active, if a creature misses you with a melee attack, you can use your reaction to make an unarmed strike or spend a ki point to use your Flurry of Blows feature against it.

Scorching Vortex

Starting at 6th level, you learn to entrap your foes in the flames of your dance.

When you use Step of the Wind, if you move through each space adjacent to a creature on your turn, you create a vortex of fire around them. The target must make a Dexterity saving throw against your ki save DC, taking 2d6 fire damage and becoming trapped in a vortex of flames that appears in its space on a failed save. On a successful save, the target takes half as much

Art by Adrián Prado

damage and the vortex fails to appear. The vortex is opaque and obstructs line of sight. If the target attempts to move out of the flames, it must first succeed on a Wisdom saving throw against your ki save DC. On a failure, it takes 1d6 fire damage and is charmed by the flames, reducing its speed to 0 until the start of its next turn, at which point the vortex and its effects end. On a success, it moves through the vortex, ending the effect. These flames do not damage other creatures.

Once you use this feature a number of times equal to 1 + your Wisdom modifier, you can't do so again until you finish a long rest.

Flames of Redemption

At 11th level, any fire damage that you deal ignores fire resistance. In addition, the clarity of your mind allows you to generate flames that many would call divine; you can replace any fire damage that you deal with radiant damage.

Purifying flames

At 11th level, your flames burn away all impurities. As an action, you can spend 2 ki points to touch a creature and infuse them with your flames. The target can end one poison, charm, or short-term madness afflicting it.

One With The Fire

At 17th level, you are a master of the flames. When you deal fire damage with a monk weapon, if the target is a creature or a flammable object, it ignites. Until the target or a creature within 5 feet of it takes an action to douse the flames, the target takes fire damage equal to your Wisdom modifier at the start of each of its turns.

In addition, while under the effects of Dance of Fire, your body merges with the flames. For the duration, you become immune to fire damage and have resistance to bludgeoning, piercing, and slashing damage.

GM Note: *The unfair treatment that some fire dancers have received in their life has created deep resentment, warping their pure nature and the flames they wield. These fire dancers wield a dark flame, said to devour life. If you wish to play such a character, replace any mention of fire damage, resistance, or immunity in the subclass abilities with necrotic damage, resistance, or immunity, respectively, and you can choose not to gain the Flames of Redemption feature.*

PALADIN: OATH OF THE ELDRITCH HUNT

The Oath of the Eldritch Hunt is sworn to the eradication of the unnatural, the aberrant, and the alien. These hunters tread a fine line, enhancing themselves with their prey's powers whilst trying to maintain their own sanity. Unfortunately, this frenzied hunger drives many to madness, and it is no rare occurrence for these paladins to have to hunt their own.

This oath is found most frequently among paladins of the Radiant Order. Erroneously nicknamed grey templars, witch hunters, and knights aberrant, these oft-deformed warriors devote themselves to obliterating the scourge and its creations.

Tenets of the Eldritch Hunt

Resolve. Through willpower and tenacity, the strain of the hunt is endured; aching limbs and ailing minds are no reason to fall short.

Respect. Take life only when doing so protects others. Kill only when necessary, lest the bloodshed enamour your soul and hunter becomes beast.

Responsibility. Many rely on your talent to survive the moonlit nights. No matter the circumstances, do not fail them. Sacrifice your own body so that others can retain the sanctity of their own, untainted forms.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Eldritch Hunt Spells

Paladin Level	Spells
3	faerie fire, spectral slash†
5	moonbeam, hold person
9	displacing maw†, spectral fury†
13	black tentacles, maiden of bones†
17	contact other plane, hold monster

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunt the Prey. As a bonus action, you can call upon the sanctified hunt. You designate a creature within 60 feet of you as your prey, marking the target for 1 minute. As part of casting this channel divinity, and as a bonus action on subsequent turns, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the marked target. To teleport in this way, you must be able to see the marked target.

Stolen Eldritch Gift. As a bonus action, you use your channel divinity to enhance your body beyond your mortal limits. For 10 minutes, you can add your Charisma modifier to any Athletics, Acrobatics, and Perception checks that you make.

Sharpened Senses

At 7th level, you have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, within that range, no creature can hide from you.

At 18th level, this range increases to 30 feet.

Find Weakness

At 15th level, you have learned to read your prey to find any flaws they might possess. When you deal damage to a creature, you learn any damage resistances, immunities, or vulnerabilities that it has.

In addition, whenever you use your Hunt the Prey channel divinity, you can make a single weapon attack against the marked target when you reappear, as part of the same bonus action.

Perfect Hunter

At 20th level, you are the embodiment of the eldritch hunt. None can get in the way of your kill. As a bonus action, you activate the power of the true hunter. For the next minute, you gain the following benefits:

- You become invisible.
- You cannot be grappled, restrained, or paralyzed.
- Your weapon attacks deal an extra 1d8 necrotic damage, which bypasses resistance.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: LUNAR WARDEN

Lunar Wardens hold a deep fascination for the enigmatic powers of the moons, forming a profound bond with the ever-changing celestial bodies, drawing upon their forms to enhance their abilities. This ancient elven tradition has persisted through the ages, renewing its knowledge with each new moon that manifested itself. These wardens of old learned to harness these new lunar powers, consolidating their wisdom and passing it down through generations. Today, this conclave of stout defenders has become exceedingly rare, with only a sparse few members residing within the city-state's walls. While some whisper that members of this conclave can cleanse the moons of their corruption, the turmoil within Luyarnha suggests otherwise.

By embracing the lunar energies, these rangers undergo a transformation that melds their very essence with that of the moons, adopting aspects of their celestial beauty and might. As their bond with the moons deepens, Lunar Wardens attune themselves to the celestial bodies' forms, allowing them to channel lunar energies in extraordinary ways—mending grievous wounds using the power of a blood moon or burning asunder their foes with the blazing intensity of a scorching moon. When in perfect harmony with the eldritch body looming above, their abilities swell to incredible heights, transforming them into exceptional nocturnal hunters, whereas others would instead seek refuge from the dreadful moons.

Astral Affinity

When you choose this archetype at 3rd level, you gain the ability to harness the energy of the moon. You learn the *light* cantrip and have advantage on saving throws against direct effects caused by Eldritch Moons (e.g., you would have advantage on the saving throw caused by staring directly at the Vacuous Moon, but if a monster has enhanced abilities due to an Eldritch Moon, you wouldn't gain advantage on saving throws you make against those abilities).

Additionally, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Moon Conduit

Starting at 3rd level, you have learned to harness the energy from the ever shifting moons of the world to enhance your abilities. Once per turn, you can channel a Moon Conduit from one of the Eldritch Moons, detailed below.

You learn all the following Moon Conduits. You can use Conduits a number of times equal to your Wisdom modifier and regain all expended uses after you finish a long rest. Starting at 7th level, you regain all expended uses after you finish a short or long rest.

Lunar Alignment. If you use a Moon Conduit that belongs to the moon currently looming over the world, your abilities become more powerful, detailed in the Lunar Alignment section of each Conduit.

List of Moon Conduits

Blood Moon of Rebirth

As an action, you beckon the powers of a black goat. You and a number of creatures of your choice up to your Wisdom modifier within 30 feet of you that you can see regain a number of hit points equal to your level in this class.

Lunar Alignment. When you use this Conduit, you can affect yourself and any number of creatures of your choice within 60 feet of you that you can see, which regain a number of hit points equal 1d4 x your level in this class. This healing also regrows any missing limbs, as per the *regenerate* spell.

Howling Moon

You harness the beast within you as a bonus action. For the next minute, you grow fur, fangs, and devastating claws. You are proficient with your unarmed strikes, which deal 1d6 plus your Wisdom modifier magical slashing damage on a hit, and you can use your Strength or Dexterity modifier for your attack and damage rolls with these claws. If your unarmed strikes already deal 1d4 or 1d6 damage before the transformation, the damage die becomes a d8.

Lunar Alignment. You unleash your lunar bloodlust. You have advantage on an attack roll with your claws against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated, and the damage die becomes a d12.

Shattered Moon

You beckon the shattered powers of the moon, attempting to break the magic in front of you. When you or a creature that you can see within 30 feet of you makes a saving throw against a spell or magical effect, you can use your reaction to dampen the magic, granting advantage on the saving throw.

Lunar Alignment. When this Conduit gives a creature advantage on a saving throw, they can reroll one of the dice once. Alternatively, you can use this reaction to instead cast *counterspell* at 5th level, though it automatically fails against spells of 6th level or higher. Wisdom is your spellcasting modifier for this spell.

Scorching Moon

You wreathe yourself in flames to scorch your foes. If you move at least 20 feet in a straight line toward a creature and then hit it with a melee attack on the same turn, you can force the target to make a Strength saving throw against your spell save DC. On a failure, they are knocked prone and take a number of d4s of fire damage equal to your Wisdom modifier.

Lunar Alignment. Creatures automatically fail their saving throw against this Conduit, and the fire damage they take becomes d6s instead of d4s and ignores resistance to fire damage.

Vacuous Moon

You step through the void. After being damaged by a ranged attack, you can use your reaction to teleport to an empty space you can see within 10 feet of the attacker. If the attacker is further than 60 feet away, this reaction fails.

Lunar Alignment. When you use this Conduit, you can teleport to an empty space you can see within 30 feet of the attacker and make a single weapon attack against them. If the attacker is further than 300 feet away, this reaction fails.

Glowering Moon

You subjugate your foes to the crushing woe of hopelessness. You can cast the *bane* spell at 2nd level without expanding a spell slot. If the targets are in direct moonlight, they have disadvantage on the saving throw.

Lunar Alignment. Creatures in direct moonlight now automatically fail the saving throw, and creatures under the effect of the spell take psychic damage equal to your level in this class at the start of each of their turns. If a creature remains under the effect of the spell for its entire duration, they fall unconscious. The condition ends if someone else uses an action to shake the creature out of its stupor.

Lunar Guidance

At 7th level, the moon strengthens your body in more ways than one. You gain resistance to radiant damage. If you already have resistance to that damage type, you gain resistance to your choice of cold or necrotic damage instead.

In addition, each time you use a Moon Conduit, a shard of the lunar energy remains within your body for 1 minute or until you expend it or use another Moon Conduit. You can expend this energy to gain advantage on one ability check, attack roll, or saving throw (no action required).

Additional Moon Conduits

Starting at 11th level, you learn to use new Moon Conduits that channel the powers of Eldritch Moons oft unseen.

Glacial Moon

As an action, you cover your body in a frozen armor. You gain temporary hit points equal to 1 + twice your Wisdom modifier. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to 1 + twice your Wisdom modifier.

Lunar Alignment. When you use this Conduit, you instead gain temporary hit points equal to 5 x your Wisdom modifier (minimum of 1). If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to 5 x your Wisdom modifier (minimum of 1). This damage ignores resistance to cold damage.

Slumbering Moon

You can warp your body through eldritch means. You can cast *misty step* without expending a spell slot or using material components.

Lunar Alignment. You can cast *dimension door* without expending a spell slot or using material components.

Krakenlight

You create a bioluminescent lure before you. As an action, you can create a light above your head that emits dim light in a 10-foot radius centered on you. Hostile creatures within 30 feet of you that see the lure must make a Wisdom saving throw against your spell save DC or be charmed. While charmed, they are incapacitated and are compelled to move towards the lure with their movement each turn, only ending their movement when in the light. The charm effect lasts for 1 minute or until the creature takes damage.

Lunar Alignment. When you create this lure, the range is doubled, creatures have disadvantage on the saving throw, and the first time they take damage the effect doesn't end.

Creeping Tarlight

You can weave the tar lurking in the shadows to slow your foes. As an action, you can choose up to three creatures within 30 feet of you can see that must succeed on a Dexterity saving throw or be covered by tar for 1 minute. While covered in tar, their speed is halved, and they take a -2 penalty to AC and Dexterity saving throws. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures standing in darkness have disadvantage on this saving throw. You must concentrate on this effect as you would concentrate on a spell.

Lunar Alignment. You can harness more of the tar and can choose up to six creatures. While covered in tar, creatures are instead affected by the *slow* spell. You do not need to concentrate on this effect.

Sanguine Eclipse

You cause your foes to turn against each other. As an action, you can choose a creature within 30 feet of you that you can see that must make an Intelligence saving throw. On a failed save, it regards another creature of your choice that you can see within 90 feet of you as its mortal enemy until the start of your next turn. It must use its actions to attempt to kill its mortal enemy, disregarding all other creatures. Creatures that are immune to the charmed condition are immune to this ability.

Lunar Alignment. The duration of this Conduit extends to 1 minute. An affected creature can repeat the saving throw at the end of each of its turns to end the effect early. The effect also ends early if the target's quarry dies.

Celestial Tide

At 15th level, you can beckon the moon closer to you, using its enormous mass to shift the tides of battle. As an action, you can cast the *reverse gravity* spell without expending a spell slot or using material components, and the area of the spell is illuminated by direct moonlight.

When the spell ends, the lunar energy disperses and flows towards you, refreshing your lunar powers. You regain all expended uses of your Moon Conduit feature.

Once you use this feature, you can't do so again until you finish a long rest.

RANGER: TORTURER CONCLAVE

Enshrouded within the radiance of Luyarnha, a conclave of rangers lies concealed, their solemn duty vowed to the preservation of peace within the walls, regardless of the means. Ever vigilant against the insidious advance of the scourge, they have honed their inquisitorial craft, recognizing the importance of early prevention of this plague, achieved by finding and interrogating victims, and even potential victims, before signs of sickness manifest themselves.

Although these rangers have been known to serve the clergy and royalty, since the fall of the House of Commons, they are no longer beholden to the fickle desires of any specific lord or lady. Many are now driven by a loftier purpose, one that necessitates the utmost discipline and commitment, for they recognize that if the Scourge is allowed to propagate, it shall wreak havoc upon all they cherish. Yet, some pursue baser ambitions, offering their expertise to those who desire to bend these rangers to their malevolent will, extracting confessions or inflicting retribution upon adversaries. After all, torture, a practice as ancient as the very bedrock of the earth, is a dreadful instrument, potent enough to shatter even the most indomitable of spirits.

In the throes of battle, these rangers bring their torturous expertise with them, employing it with merciless precision to break their enemies, methodically subjecting them to unspeakable agony. They do not recoil from these savage tactics, for they understand that failure means death or a fate grimmer still. They show no mercy to their foes, for they are well aware that none would be extended to them in kind.

Disclaimer: *Please be advised that while some may use torture as a plot device or as a means of gathering information, it is a sensitive and disturbing topic. While the use of torture can be integral to the story being told, which is why it is included in this book, it is important to ensure that everyone at the table comes to an agreement regarding its use prior to the session beginning, and if it's included, whether descriptions should fade to black or be more detailed.*

Torture Tools

This satchel contains various small implements that can bludgeon, cut, and pierce in ways designed to maximize pain. Meant to extract the truth, many use these tools with far more nefarious intentions. Proficiency with these tools grants the following benefits:

Exhaustion. Using these tools for 1 hour on a restrained creature causes them to gain 1 level of exhaustion, after which you must make a Dexterity (torture tools) check. The DC is equal to 20 - the creature's Constitution modifier. On a failure, the creature takes 10 points of your choice of bludgeoning, piercing, or slashing damage.

Intimidation. When you make an Intimidation check against a creature whom you used these tools against, you gain a bonus equal to your proficiency bonus + twice the level of exhaustion the creature has.

Cost: 50 gp / Weight: 10 lb

Tools of the Trade

Starting at 3rd level, you've learned to interrogate and use implements of torture. You gain proficiency with torture tools and Insight checks, and your proficiency bonus is doubled for any ability check you make that uses them.

Torturer Techniques

Also at 3rd level, you learn to use techniques. Unlike others who require patience and careful preparation, you employ techniques that are fueled by your magic, letting you make use of torture tools even in the midst of hunts. You can use each technique twice and regain the ability to do so again when you finish a long rest, or when you expend a spell slot of 1st level or higher to reuse it.

Techniques. When you make a melee weapon attack against a creature while you have torture tools in one hand (or a free hand and the presence of torture tools at your disposal, such as strapped around your leg), as part of that attack, you can use a technique to enhance it in some way. You must use the technique before the attack roll is made, and regardless of the outcome, the use or the spell slot is expended. You can only use a technique once per turn, though you can use multiple different techniques in the same turn, and you can only use one technique per attack.

Empowered Techniques. At certain levels in this class, you gain the ability to empower your torturer techniques using magic. When you expend a spell slot to use a technique, you inflict extra damage, and the target suffers a penalty to saving throws it makes against the technique, as shown on the following table. You can't empower a technique using a spell slot of a level you haven't unlocked, even if you have higher level spell slots (e.g., through multiclassing or items).

Ranger Level	Spell Slot Unlocked	Extra Damage	Saving Throw Penalty
3	1st	Wisdom mod	-1d4
5	2nd	2 x Wisdom mod	-2d4
9	3rd	3 x Wisdom mod	-3d4
13	4th	4 x Wisdom mod	-4d4
17	5th	5 x Wisdom mod	-5d4

Additionally, the first two times you use a technique after you finish a long rest, you can expend a spell slot of 1st level or higher, in which case the technique is empowered as if you had expended a spell slot one level higher (up to a maximum of the highest spell slot you've unlocked).

Saving Throws. Some of your techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Wisdom modifier

Techniques

At 3rd level, you learn each of the following techniques. At higher levels, these techniques are improved.

Combing

You scrape, tear, and flay the victim's flesh. On a hit, the target takes an extra 1d12 slashing damage.

Starting at 7th level, if you damage a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, you tear away so much flesh that its body starts to bleed deeply. It takes 1d8 necrotic damage at the start of each of its turns (this damage can't be reduced or ignored in any way) for 1 minute. A bleeding creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Any extra damage from empowering this technique also applies to this necrotic damage. A creature can't suffer multiple instances of this effect at once.

Enucleation

You aim a vicious strike at the target's eye, reducing their vision to a macabre blur. On a hit, the target takes an extra 1d6 of the weapon's damage type and must succeed on a Constitution saving throw or have disadvantage on Perception checks and be blinded beyond 60 feet for 1 minute. Any healing ends this effect. The target can repeat this saving throw with disadvantage at the end of each of its turns, ending the effect on a success.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it becomes blinded for 1 minute. Creatures with more than 2 eyes have advantage on this saving throw. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Hamstringing

You slash at the tendons. On a hit, the target takes an extra 1d8 slashing damage and must succeed on a Constitution saving throw or have its speed reduced to 0 until the start of your next turn.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, you sever its tendons, and its walking speed becomes 0 for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Nerve Scraping

You damage the target's nerves, causing its body to writhe in pain. On a hit, it takes an extra 1d8 psychic damage. The target must then succeed on a Constitution saving throw or lose its grip on reality, unable to differentiate friend from foe through the veil of pain; until the start of your next turn, it must use its action before moving on each of its turns to make a melee attack against a randomly determined creature within its reach other than itself. If no creature is within its reach, it acts as normal, though still can't discern allies and enemies, and if it makes an attack, it randomly determines a target within its reach or range other than itself.

Starting at 11th level, if the target fails its saving throw against this technique two rounds in a row, it suffers a 1d4 penalty to its attack rolls and saving throws for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Throat Chop

You deliver a fierce cleave to the target's throat, severely impairing its ability to breathe and speak. On a hit, the target takes an extra 1d8 bludgeoning damage and can't speak or use the verbal components of spells until the start of your next turn.

Starting at 11th level, if you hit a target two rounds in a row with this technique, it must make a Constitution saving throw against your technique save DC. On a failure, the pain shocks the target, which becomes stunned until the end of your next turn.

Tympanic Rupture

You slam the target's ears in an attempt to destabilize it. On a hit, the target takes an extra 1d10 bludgeoning damage and must succeed on a Constitution saving throw or become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Starting at 7th level, if the target fails its saving throw against this technique two rounds in a row, it is disoriented for the duration. While disoriented, the target can't take reactions.

Depraved Mind

By 7th level, you've seen the worst depravities that plague this world and have committed most of them. You are immune to the frightened condition and gain resistance to psychic damage.

In addition, if a creature attempts to read your mind or telepathically talk to you against your will, it must first make a Wisdom saving throw against your torture save DC. On a failure, it witnesses the horrors within your mind and fails to communicate with you, taking psychic damage equal to your level. On a success, it must repeat the saving throw after each minute spent reading your mind or telepathically talking to you against your will.

Veil of Pain

Starting at 11th level, when you damage a creature with your torturer techniques, you can attempt to rattle its mind with the pain. It must succeed on a Wisdom saving throw against your technique save DC or start dissociating your presence, its mind refusing to acknowledge the anguish you are causing it, only perceiving you as a flicker; you become heavily obscured to it for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this feature a number of times equal to your Wisdom modifier (minimum 1) and regain all expended uses when you finish a long rest.

Mental Agony

At 15th level, you know how to cause pain to your quarry both physically and mentally. When a creature that you can see within 60 feet of you that failed its saving throw against one of your torturer techniques since the start of your last turn makes a Wisdom, Charisma, or Intelligence saving throw, you can use your reaction to flourish your blades, smile, or perform a similar terrifying display, imposing a -1d10 penalty to the saving throw. Creatures that are immune to the frightened condition are immune to this effect.

ROGUE: BLADE OF RADIANCE

The Blades of Radiance, also called Steel Saints, are known to be one of the most lethal orders of the Church. In order to become a blade, one must be a devout follower of the faith, as only those who would die for the cause are deemed worthy. Prospective members are trained within the walls of the Church, taking on the clergy as their new kin, and discarding whatever familial bonds they might have held onto. Their zealous fervor grants them unrivaled powers on the battlefield, wielding massive weapons as if they were mere toys, infusing their blade with divine powers, and breaking down their foes one by one.

The Blades of Radiance receive an incredibly diverse range of missions. The most brutal of their members handle gruesome matters in a lethal fashion, whereas those of a more empathetic temperament are tasked with protecting their fellows. Despite this sundry in character, they all share one goal: safeguarding the Church and its members, no matter what.

Sanctified Champion

At 3rd level, your intense training bears fruit, granting you proficiency with martial weapons and medium armor. At the end of a long rest, you can perform a ritual on a melee weapon you are proficient with that deals piercing or slashing damage, sanctifying it. It becomes your sanctified blade, and you can only have one such blade at a time. When in your hands, your sanctified blade has the finesse property and is considered silvered.

Divine Blessings

Also at 3rd level, your devotion to eradicating enemies of the Church is made manifest by the righteous powers you wield. You have a pool of points that you can expend to fuel this divine power called Divine points. The number of points in the pool equals 1 + your Wisdom modifier (minimum 1). You regain all your expended Divine points when you finish a short or long rest. In addition, each time you kill an aberration, beast, fiend, or undead of CR ½ or higher with your sanctified blade, you regain one Divine point. Each time you expend a Divine point you gain temporary hit points equal to your Wisdom modifier.

Saving Throws. Some of your divine attacks require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Radiance save DC = 8 + your proficiency bonus + your Wisdom modifier

You know the following features that each use your Divine points.

- **Armor of the Faithful.** When a creature targets you with an attack, you can expend one Divine point as a reaction. The target must make a Wisdom saving throw against your Radiance save DC. On a failed save, the creature must choose a new target or lose the attack or spell, and the creature can't target you until the start of your next turn. This feature doesn't protect you from area effects, such as the explosion of a *fireball*.

- **Divine Inspiration.** When you make a Religion, a History), or an Insight check, you can expend one Divine point to reroll the die and must use the new result. You can choose to do so after you roll the die, but before the outcome is determined. You gain a bonus to the check equal to your Wisdom modifier.

Art by Maximiliano Moretto

• **Rend the Blasphemous.** On your turn after taking the Attack action with your sanctified blade, you can expend one Divine point as bonus action to let the divine hand guide you. Make a weapon attack against a creature within your reach. You gain a bonus to your attack roll equal to your Wisdom modifier.

Righteous Armament

At 9th level your faith gives you the power to rebel against fate itself. You learn the following features that each use your Divine points:

• **Chains of Judgement.** When you hit a creature with your sanctified blade, you can expend one Divine point to create radiant chains that restrain the creature. The target must succeed on a Strength saving throw against your Radiance save DC or take radiant damage equal to your Wisdom modifier and become restrained until the end of your next turn.

• **Divine Retaliation.** When a creature damages you with a melee attack, you can use your reaction and expend one Divine point to make a melee weapon attack with your sanctified blade against the creature. If you hit, you gain a bonus to the attack's damage roll equal to your Wisdom modifier.

• **Erupting Blades.** When you hit a creature with an attack that could apply your Sneak Attack damage, you can expend one Divine point to cause a rain of radiant blades to fall on the battlefield. Instead of damaging the creature with your Sneak Attack, all creatures in a 20-foot-cone originating from the target (including the target) must make a Dexterity saving throw against your Radiance save DC, taking radiant damage equal to your Wisdom modifier + half your Sneak Attack damage on a failed saving throw, or half as much damage on a successful one.

Saintly Revelations

At 13th level, you experience revelations, showing you how to channel divine energy to embolden your blade. You learn two cleric cantrips of your choice. In addition, you can cast *protection from evil and good*, *heroism*, and *shield of faith* at will, requiring no components, and only targeting yourself. Wisdom is your spellcasting modifier for these spells.

Starting at 17th level, you do not need to concentrate on these spells, though you can only have a single spell from this feature active at a time.

Final Judgement

At 17th level, your sanctified blade becomes imbued with holy power. You can speak a command word (no action required) to cause your blade to emit bright light in a 30-foot radius and dim light for an additional 30 feet. The light lasts until you speak the command word again or you stow your weapon. While emitting light in this way, the weapon is considered a magic weapon and attacks made with it deal an extra 2d4 radiant damage on a hit.

In addition, while wielding the blade, as an action, you can cast *spirit guardians*, requiring no components. Creatures within the area of the spell are considered within 5 feet of an enemy for the purposes of your Sneak Attack. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend three Divine points to use it again.

ROGUE: SHADOW

The origin of the Shadows is shrouded in mystery. Some say that it was first created by a group of nobles who stole a tome of forbidden magic from an errant cursed-blood scholar, while others believe that the tome was granted to them by an entity that resides deep in the cosmos, in exchange for an unspoken vow.

Regardless of their organization's origins, today, shadows are a closely guarded secret of the Silverblood Royalty, a tool meant for discreet political assassinations and silent espionage. Mere legends to the common folk, these rogues blend into the darkness, vanishing from sight, only to reappear unseen calling forth their dreadful rifles to dispatch their foes with deadly precision.

Umbral Weapon

At 3rd level, you gain proficiency with firearms, and you learn to make an umbral weapon by wreathing a rifle in shadows with a grim ritual. You perform the ritual over the course of 1 hour, which can be done during a short rest or long rest. The rifle must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and bond with it.

Once you have bonded a rifle to yourself, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon the rifle (no action required) on your turn, causing it to teleport instantly to your hand. Your umbral weapon keeps its original properties with the following alterations when you use it: it doesn't have the Barrel property, it doesn't require ammunition, and it doesn't make sound when fired.

You can only have one bonded weapon. If you attempt to bond with a second weapon, your bond with the first one ends.

Shadow Movement

Starting at 3rd level, you can become one with the shadows. When you are in darkness, you can use your bonus action to take the Hide action with advantage on the Stealth check and turn into a shadowy, amorphous version of yourself. While in this form, you have advantage on Stealth checks, can move through a space as narrow as 1 inch wide without squeezing, have a climbing speed equal to your walking speed, and are incapacitated. This transformation ends after 1 minute, if you enter dim or bright light, or if you take damage.

You can choose to end the transformation early (no action required) on your turn. If you do so and are in darkness, you can make one weapon attack with your umbral weapon, weaving shadows into a bullet; if you miss, your location isn't revealed. The damage die of this attack is 1d4, instead of the weapon's regular damage die.

Tenebrous Body

By 9th level, your eyes are adapted to tenebrosity. You can see normally in darkness and dim light, both magical and nonmagical, to a distance of 120 feet. In addition, you can maintain the transformation of your Shadow Movement for up to 1 hour.

Grim Curse

Starting at 13th level, you can animate the shadows of your foes, turning them against each other. When you hit a creature with your umbral weapon and deal Sneak Attack damage to it, you can sacrifice up to three of your Sneak Attack damage dice. Each die sacrificed in this way doesn't deal damage. Instead, the target must make a saving throw (DC equals 8 + your Dexterity modifier + your proficiency bonus). On a failure, it suffers a condition until the start of your next turn. If you and the target are in darkness, the target suffers a -1d6 penalty to its saving throw. The type of saving throw and resulting condition are based on the number of Sneak Attack damage dice you sacrifice.

Sneak Attack Dice Sacrified	Condition	Saving Throw
1	Prone	Dexterity
2	Restrained	Strength
3	Blinded	Constitution

Veil of Shadows

Beginning at 17th level, the shadows beckon you. When you use your Uncanny Dodge feature, you can choose to teleport to an unoccupied space you can see within 30 feet of you that is in darkness and make one attack with your umbral weapon against the attacker. If there are no such spaces available, you can't teleport, but you can make the attack if you are already in darkness.

SORCERER: SCION OF MADNESS

The eldritch powers that lurk beyond the veil of the moon have plunged the world into chaos. This chaos is what gives you might; there isn't any form of power more pure nor more potent than this eldritch insanity. You might have endured nightmarish experiments, possibly a higher being has taken an interest in you, or maybe you're a mere pawn in an outer god's scheme. Perhaps you were blessed by powers that shouldn't be, or one of your parents was under an eldritch curse. Whatever the case may be, this insanity consumes you, and will be unleashed on the world, for better or atrociously worse.

Mind of Madness

At 1st level, the depraved insanity that lurks within you is always torturing your mind, yet in this chaos you find power. Whenever you gain a madness, you can choose to reroll on the appropriate table, gaining the new effect instead.

In addition, when a creature attempts to read your thoughts or scry on you, they can only witness the insanity that ravages you. They take psychic damage equal to your level in this class, their magic or ability fails, and they must succeed on a Wisdom saving throw against your spell save DC or gain a short-term madness.

Spread of Chaos

Also at 1st level, you can infuse your magic with your eldritch insanity. When you cast a spell of 1st level or higher that doesn't have a range of self, you can cause each creature affected by the spell to make a Wisdom saving throw against your spell save DC or gain a short-term madness.

If your spell targets more than one creature, you must make a Charisma saving throw against a DC equal to 10 + the spell level + the number of creatures targeted by the spell. On a failure, the spell fails and you gain one short-term madness, but you do not expend the spell slot nor the use of this feature. On a success, each creature is affected as normal. Once you use this feature, you must finish a long rest before you can use it again.

Any time before you regain the use of this feature, the GM can have you roll on the Short-Term Madness table (see page XX) immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Depths of Depravity

Starting at 6th level, you can let the insanity within you warp the magic of the world. When a creature that you can see within 120 feet of you must make a saving throw, if you are affected by at least one madness, you can use your reaction to add insanity to the magic, giving the creature disadvantage on the saving throw. If the creature fails the saving throw, you feed on the ensuing chaos; you regain a sorcery point for each madness affecting you.

Once you use this feature to regain sorcery points, you can't use it again until you finish a short or long rest.

Powers of Insanity

Where madness rots the mind and body of most, it only serves to strengthen you. At 14th level, whenever you roll on a madness table and roll a d10 to determine which specific aspect of the madness overtakes you, you can roll a second d10 and choose the lower result of the two. In addition, gaining a madness doesn't cause you to be stunned.

Maddening Hunger

Your magic feeds on the insanity of this world. At 18th level, whenever you gain a madness, you regain sorcery points: short term madness, 1d4 sorcery points; long-term madness, 2d4 sorcery points; and indefinite madness, 4d4 sorcery points.

WARLOCK PATRON: THE VOID

These warlocks have made a pact with an eldritch being from the deepest depths of the Cosmos—a being that devours energy, holds the secrets of creation, and paves the way to the apocalypse. Pray that they are not aware of your presence. A deep fascination for the cosmos, or perhaps profound meditation on the heat death of the universe could've brought about the circumstances that lead to this pact. Very few are able to withstand such knowledge and power, and the few that do are often seen as mysterious and reclusive figures.

Warlocks who strike a pact with the Void walk an eerie and dangerous path, focused on manipulating gravity and harnessing the immense power of black holes. Crushing their foes in condensed wells of gravity, whilst liberating themselves from the shackles that hold them, these warlocks carve their own destiny under the guidance of the cosmos.

Expanded Spell List

The Void lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Void Expanded Spells

Warlock Level	Spells
1	fall†, gravity leap†
3	gravity storm†, pressure cage†
5	astral barrage†, radiant slaughter†
7	fling†, gravity barrier†
9	telekinesis, starfall†

Fugite Omnis

At 1st level, you can partially ignore the shackles of gravity. You gain the ability to hover a few inches off the ground. You can ascend and descend as part of your movement. You can't hover more than a foot above the ground and fall if you are above that height. If you were to be knocked prone while hovering, you are instead made to stand on the ground.

Voracious Void

At 1st level, as a bonus action, you can create a miniature black hole, in the form of a 5-foot-radius sphere, centered on a point on the ground that you can see within 60 feet. This black hole has a domain of influence of 10 feet beyond its own radius. It lasts for 1 minute or until your concentration is broken (as if you are concentrating on a spell). The black hole is considered difficult terrain for all creatures except for you.

When the sphere appears and at the start of each of your turns until the ability ends, unsecured objects within the domain of influence of the miniature black hole are pulled toward the sphere's center, ending in an unoccupied space as close to the center as possible.

As part of creating the sphere, and on subsequent turns as a bonus action, you can choose a creature within the domain of influence of the black hole, increasing the pull of gravity around them. They must succeed on a Strength saving throw against your spell save DC or be pulled straight toward the sphere's center, ending in an unoccupied space as close to the center as possible. A creature that enters the black hole's space for the first time on a turn or starts its turn there takes 1d6 magical bludgeoning damage and its speed is halved until the start of its next turn.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a warlock spell slot to use it again.

This miniature black hole grows with you. When your pact magic increases in power, so does this feature:

- At 3rd level in this class, when a creature enters the black hole's space for the first time on a turn or starts its turn there, it is restrained for the duration. A restrained creature can attempt to free itself by using an action to make a Athletics check against your spell save DC. On a success, the creature is no longer restrained by the black hole and moves to the nearest unoccupied space outside the black hole.
- At 5th level in this class, the domain of influence of the sphere increases to 20 feet and the damage to 2d6. A creature reduced to 0 hit points while inside the black hole is annihilated, along with any nonmagical items it is wearing or carrying.
- At 7th level in this class, the radius of the black hole increases to 10 feet.
- At 9th level in this class, the damage increases to 3d6 and the sphere's domain of influence to 30 feet. You can summon the black hole at any point that you can see, not just on the ground. If the sphere is in the air, creatures restrained by it hover inside the black hole.

Gravitational Pull

At 6th level, when a creature you can see within 120 feet of you is targeted by a ranged attack, if your Voracious Void is active, you can use your reaction to divert the strike. If the attack passes through the miniature black hole or its domain of influence, you can make a ranged spell attack. If you roll higher than their attack roll, you deflect the trajectory and the target takes no damage. If you roll lower, you reduce the damage by 1d6 + your Charisma modifier. If you roll a 20, the attack is deflected and streaks towards the center of the black hole, randomly hitting one of the creatures inside, if any are present.

Warp Gravity

At 10th level, you can bend gravity around you at will, allowing you to move through the air as if you were walking on solid ground. You gain a flying speed equal to your walking speed and can hover. You can grant these benefits to one creature that is touching you. They lose this flying speed immediately if they are no longer in contact with you.

Oblivion

At 14th level, you can unleash the ravenous hunger of the void. When you use your Voracious Void ability, you can choose to let it run wild. In that case, rather than as a bonus action, whenever a creature starts its turn within the black hole or its domain of influence, they must succeed on a Strength saving throw against your spell save DC or be pulled to the center. You and your choice of a number of creatures equal to your Charisma modifier (minimum 1) aren't affected by this effect.

Once you use this feature, you can't do so again until you finish a long rest.

Art by Dark Lord Studios

Pact Boon: Pact of the Trigger

You can use your action to draw upon the powers of your Patron and create a hex gun in your empty hand. You can choose the form that this spellcasting focus takes each time you create it. It can either be a Revolver or a Sniper (detailed below).

Your hex gun disappears if it is more than 5 feet away from you for 1 minute. It also disappears if you use this feature again, if you dismiss it (no action required), or if you die.

Your hex gun acts as a spellcasting focus, and when you cast cantrips with it, it channels them as bullets (these still count as spells). Instead of increasing the damage of the cantrip when you reach certain levels, you can cast the cantrip additional times as part of the same action (except for Eldritch Blast, which is cast as normal). To be cast in this way, the cantrip must deal damage, must make a spell attack or require a saving throw, and must have a range other than self.

When you cast a cantrip in this manner, you cast it 2 times at 5th level, 3 times at 11th level, and 4 times at 17th level. The cantrip can deal its damage more than once, but its other effects can't be applied again.

Revolver Form: Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls cast through the hex gun. While wielding this weapon, you know the *shocking grasp* cantrip.

Sniper Form: Your ranged spell attack rolls cast through the hex gun have their range doubled and ignore half-cover. While wielding this weapon, you know the *ray of frost* cantrip.

Eldritch Invocations

Agonizing Shots

Prerequisite: Pact of the Trigger feature

When you cast a cantrip with your hex gun, add your Charisma modifier to the damage it deals on a hit (if you don't already add your Charisma modifier to it).

Bullet Hell

Prerequisite: 5th level, Pact of the Trigger feature (revolver form)

As a bonus action, you temporarily duplicate your hex gun to unleash a flurry of bullets. All creatures within a 15-foot cone in front of you must succeed a Dexterity saving throw against your spell save DC or take 2d10 force damage. This damage increases to 3d10 at 11th level and 4d10 at 17th level. To use this bonus action, you need to be holding your hex gun in one hand and have the other hand free.

You can use this invocation a number of times equal to twice your Charisma modifier (minimum of twice), and you regain all expended uses when you finish a long rest.

Crippling Shot

Prerequisite: Pact of the Trigger feature (revolver form)

Once on each of your turns when you damage a creature with an attack made using your hex gun, you can force it to make a Strength saving throw against your spell save DC or fall prone and have its speed reduced to 0 until the start of your next turn.

You can use this invocation a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Dead Eye

Prerequisite: 15th level, Pact of the Trigger feature (sniper form)

If you haven't moved this turn, you can take aim as a bonus action, reducing your speed to 0 and granting you advantage on all attacks you make using your hex gun until the end of your turn.

Headshots

Prerequisite: 9th level, Pact of the Trigger feature (sniper form)

As a bonus action, you can enhance your focus to see the weak spots of your foes. For the next minute, attacks you make using your hex gun score a critical hit on a roll of 19 or 20. Once you've used this invocation, you can't use it again until you finish a short or long rest.

Quickstep

Prerequisite: 7th level, Pact of the Trigger feature

Your reflexes are honed. As a reaction, when an enemy makes a melee attack against you, before being hit, if your speed isn't 0, you can move 5 feet away from the foe without triggering opportunity attacks, potentially avoiding the attack if you leave its range.

You can use this invocation a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Reckless Fire

Prerequisite: Pact of the Trigger feature

Your shots are like a rain of lead. When you roll a 1 or 2 on a damage die for a cantrip you cast with your hex gun, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Repeating Cantrips

Prerequisite: 5th level, Pact of the Trigger feature

When you fire a cantrip through your hex gun, its non-damaging effects (such as the speed reduction from *ray of frost*) can apply multiple times but not more than once per creature.

Ricochet

Prerequisite: 7th level, Pact of the Trigger feature

Until the end of your turn, you enhance your hex gun. When you hit a creature with a cantrip cast with your hex gun, you can immediately cause the hit to wound a second creature within 15 feet of the original target. The second target takes damage (of the type of the cantrip) equal to your Charisma modifier (minimum 1).

You can use this invocation to enhance your hex gun a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a short or long rest.

Riposte

Prerequisite: 7th level, Pact of the Trigger feature (revolver form)

When an enemy attacks you with a melee attack, you can fire a special bullet to counter it as a reaction before being hit. Make a melee or ranged spell attack. On a hit, the enemy takes 1d10 force damage, its attack fails, and it is stunned until the end of its current turn.

Once you've used this invocation to damage an enemy, you can't use it again until you finish a short or long rest.

WIZARD: OSTEOMANCER

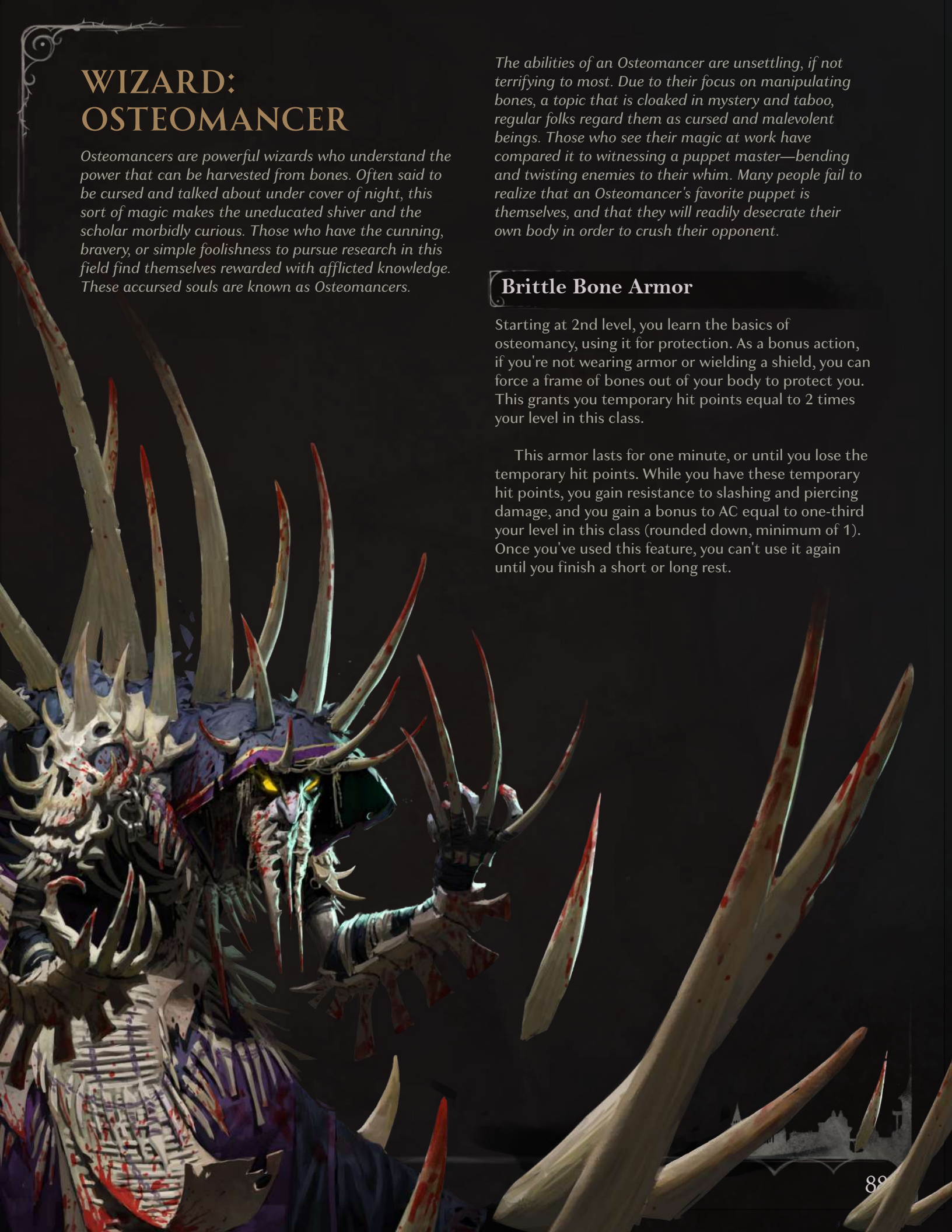
Osteomancers are powerful wizards who understand the power that can be harvested from bones. Often said to be cursed and talked about under cover of night, this sort of magic makes the uneducated shiver and the scholar morbidly curious. Those who have the cunning, bravery, or simple foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These accursed souls are known as Osteomancers.

The abilities of an Osteomancer are unsettling, if not terrifying to most. Due to their focus on manipulating bones, a topic that is cloaked in mystery and taboo, regular folks regard them as cursed and malevolent beings. Those who see their magic at work have compared it to witnessing a puppet master—bending and twisting enemies to their whim. Many people fail to realize that an Osteomancer's favorite puppet is themselves, and that they will readily desecrate their own body in order to crush their opponent.

Brittle Bone Armor

Starting at 2nd level, you learn the basics of osteomancy, using it for protection. As a bonus action, if you're not wearing armor or wielding a shield, you can force a frame of bones out of your body to protect you. This grants you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to slashing and piercing damage, and you gain a bonus to AC equal to one-third your level in this class (rounded down, minimum of 1). Once you've used this feature, you can't use it again until you finish a short or long rest.



Anatomical Expert

Also at 2nd level, your pursuit of osteomancy has required many hours studying the anatomy of a myriad of creatures. You gain proficiency in Medicine checks, and when you make a Medicine check, you gain a bonus to the check equal to your Intelligence modifier. In addition, when this check concerns a creature that possesses a skeleton, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Bone Puppetry

Beginning at 6th level, as an action, you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength saving throw against your spell save DC. On a failure, you take total and precise control of its skeleton. Until the end of the creature's next turn, it takes only the actions you choose and doesn't do anything that you don't allow it to do. In the creature's efforts to resist your command, attack rolls it makes against its allies have disadvantage, and its allies have advantage on saving throws from effects caused by the creature.

You can only have one such creature under your control at a time. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Skeletal Mastery

Starting at 10th level, you are a master of your own body; you can reshape your bones, including those of your face, to appear as a completely different person. You can cast *alter self* at will, without expending a spell slot or needing to concentrate on the spell. When you cast this spell using this feature, you can only use the Change Appearance or Natural Weapons options.

In addition, you also gain the ability to dissolve or restore your own skeleton as an action. While boneless, you can move yourself through sheer muscular and magical control. In this form, your speed becomes 10 feet, and you can move through a space as narrow as 5 inches without squeezing. Further, you are considered prone, cannot use your hands, and you can't attack or cast spells. As a bonus action, you can regenerate the bones in your hands to exert finer control over them until the end of your next turn.

Improved Bone Puppetry

At 14th level, you've enhanced your mastery over skeletal manipulation. When a creature fails its saving throw against your Bone Puppetry feature, your control of the creature lasts for 1 minute instead. The creature can't resist your command; it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. You must concentrate on this feature as you would concentrate on a spell, and damage can't break your concentration.

Once under your control, when the creature repeats the saving throw against your Bone Puppetry, you can choose to expend one additional use of the feature to give the creature disadvantage on the save. You must decide to do so before seeing the result of the roll.

FEATS

Brutal Attacker

Prerequisite: 1st-level jaeger, Strength 18 or higher

You master a reckless approach that maximizes your offensive capabilities.

- You can wield a two-handed weapon in one hand, as long as your other hand is empty or wielding a one handed weapon.
- When you reduce a creature to 0 hit points, your next attack roll before the end of your next turn gains advantage.

Cannoneer

Prerequisite: 8th Level, Strength 19 or higher

The best defense is a good offense, and the best offense is a cannon; which you're an expert at:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with cannons.
- You can reload cannons as a bonus action instead of an action. You can use this bonus action only if you haven't moved during your turn, and after you use the bonus action, your speed is 0 until the end of your turn. Starting at 11th level, this doesn't hinder your movement, and you can use one of your attacks to reload instead. Starting at 20th level, you can ignore the artillery property of cannons.
- You know how to expertly handle cannons and their ammunition; the weight of cannons and cannonballs count as half for you.
- Your attacks with cannons deal double damage against objects and structures.

Cosmos Touched

Your exposure to the cosmos has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

- You learn the *alter self* spell and one 1st-level abjuration or transmutation spell of your choice. You can cast each of these spells once without expending a spell slot. Once you cast either of these feat's spells, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for these spells is the ability score increased by this feat.

Focused Hunter

During hunts, you are capable of bursts of focus when you need them most. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain 1 Focus Point (adding to your existing Focus Points if you already have Focus Points), and learn one new Focus Art, choosing from Weapon Parry, Dodge Step, or any of the jaeger's Additional Focus Arts. You regain all expended Focus Points when you finish a short or long rest.

Marksman

You know your firearms inside and out and are a master at handling them. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Weapons with the Barrel (S) property count as weapons with the Barrel (F) property for you.
- You can ignore the Barrel property of weapons with the Barrel (F) property.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You do not have disadvantage on ranged attacks againt prone creatures within 30 feet of you.

Osteomantic Adept

Osteomancy draws from sacrifice. Carve your own flesh to enhance these powers:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- When you cast an osteomancy* spell of 1st level or higher, you can sacrifice your life force to empower it, increasing the level this spell is cast at by one. You then roll a number of d6s equal to half the original spell's level (rounded up, minimum of 1), taking necrotic damage equal to the number rolled, which cannot be reduced in any way.

***Osteomancy Spells:** Bone Claws, Bone Shield, Fractured Shell, Phalangeal Shot, Arm Cannon, Bone Cocoon, Calcified Memories, Rolling Bones, Rupturing Curse, Skeletal Tail, Displacing Maw, Osseous Cage, Osseous Impalement, Rubber Bones, Dread Scarecrow, Graveyard Shuffle, Maiden of Bones, Chisel Skull, Forest of Dread, Wall of Bones, Amputate, Boneyard, Aspect of Death.*

Optional: Great Weapon Adept

Prerequisite: 4th level

You've mastered the art of using a weapon's weight to your advantage by using its momentum to strengthen your attacks. You gain the following benefits:

- Once on each of your turns when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can immediately make one melee weapon attack (no action required).
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. You cannot do so if the attack is made with the opposite end of your weapon.

Optional: Sharp-shooter

Prerequisite: 4th Level

You're a master of ranged warfare and can pull off shots that others call impossible:

- The normal and long range of ranged and thrown weapons is doubled for you.
- Your ranged weapon attacks ignore half cover, and three-quarters cover is considered half cover for you.
- Once on each of your turns when you make a ranged weapon attack, you can add your proficiency bonus to the damage roll.

***Design Note:** These optional feats replace other feats with a similar name, balancing player options introduced in Steinhardt's Guide to the Eldritch Hunt.*

BACKGROUNDS

AMNESIAC

You woke up one day in the city of Luyarnha, with no memory of who you were or where you came from. You're near-certain that this place is not your home, but all the memories of your past life are a haze of indistinct shapes and sounds. Faint images, like that of a silver lake or a towering mountain, flash through your mind but they provide no concrete details of your origin. You only know that you must find the truth, at any cost.

Skill Proficiencies: Insight, Investigation
Tool Proficiencies: One type of artisan's tools
Languages: Common and Deep Speech
Equipment: A set of common clothes, a small keepsake from your forgotten past, a set of artisan's tools with which you are proficient, and a pouch containing 10 gp

Feature: Lingering Echoes

The echoes of your lost memories sometimes surface in surprising ways. When you enter a new location or meet a new person, there's a chance something about them will trigger a faint recollection from your past. The GM might allow you to recall a small detail about the world, give you a hint about the situation at hand, or allow you to use your proficiency with a skill or tool you aren't normally proficient with for a single roll.

Suggested Characteristics

Your amnesia makes you a blank slate, and can make you eager to experience the world anew and desperate to reclaim your lost past. It also can make you feel adrift and disconnected from the people around you.

D8	PERSONALITY TRAIT
1	I feel a deep sense of loss that I can't explain.
2	I am fascinated by new experiences and sensations.
3	I get frustrated when others know more about me than I do.
4	I feel an inexplicable connection to certain places or things.
5	I have an unquenchable thirst for knowledge, to fill the void left by my forgotten past.
6	I have a wary nature due to the uncertainty of my identity.
7	My dreams are full of cryptic symbols and images that I try to decipher.
8	I have a heightened empathy for the suffering of others.

D6	IDEAL
1	**Order.** My life is in chaos. I will establish rules to make sense of the world around me. (Lawful)
2	**Resilience.** I will endure all challenges until I find the answers I seek. (Any)
3	**Freedom.** I have lost myself once; now I will seize control of my fate and carve my own path, regardless of the rules. (Chaotic)
4	**Isolation.** The less I involve myself with others, the less harm my past can cause them. (Neutral)
5	**Sanity.** I must ensure that no one else loses themselves, be it to amnesia, madness or scourge. (Good)
6	**Ruthlessness.** I will ensure that those responsible for my memory loss pay. (Evil)

D6	BOND
1	I am drawn to a particular landmark; I must see what's inside it with my own eyes.
2	An item I carry is the key to my past; I will protect it at all costs.
3	I dream of a person who seems important; I must find them.
4	An unsettling symbol haunts my dreams; I must uncover its meaning.
5	I feel a deep bond with a new acquaintance, a connection that transcends both our memories.
6	The fear in the eyes of Luyarnha's citizens resonates with me; I must alleviate it.

D6	FLAW
1	I have a fear of losing my newfound identity.
2	I often hesitate, fearing my past actions might catch up with me.
3	I distrust people, thinking they know more about me than they let on.
4	I avoid forming attachments, afraid they will forget about me too.
5	I obsess over small details, convinced they hold the key to my past.
6	I am overly defensive, afraid that others will take advantage of my amnesia.

BEAST HUNTER

Growing up, the menacing presence of the Scourge loomed over your life in the city. The beasts terrified you, destroyed your homes, and took away people you loved. Driven by vengeance, fear, or a desire for justice, you chose to become a hunter. The Church, a mentor, or the Radiant Order taught you the ways of the hunt, giving you the knowledge and skills needed to defend your city and yourself. Whether you were once a simple citizen turned protector or a seasoned veteran of the First War hardened by countless battles, you have become an essential line of defense against the darkness.

Skill Proficiencies: Choose one between Acrobatic or Athletics; and one between Medicine or Survival
Tool Proficiencies: Herbalism kit
Equipment: A set of common clothes, a trophy from a beast you've slain, a hunter's kit (includes 20 lead bullets, a silvered dagger, a flare, and a silver flask), a healer's kit, and a belt pouch containing 10 gp.

Feature: Born of the Hunt

Your continuous battles against the beasts have fortified your body and mind against the horrors of the Scourge. When an aberration or beast forces you to make a saving throw against the frightened condition, you gain a bonus on saving throws equal to your proficiency bonus. Additionally, you share a strong bond with fellow hunters, allowing you to request favors from them.

Suggested Characteristics

As a Beast Hunter, you have dedicated your life to combating the Scourge and the monsters it creates. Your constant exposure to the horrors of the plague has hardened you, yet beneath the cold exterior, you harbor a deep compassion for those who suffer from it.

D8	PERSONALITY TRAIT
1	I keep my emotions under control, for I fear the day I lose control over them and my humanity.
2	I am stoic, rarely showing any signs of distress. The beasts smell fear.
3	I have a crude sense of humor. Laughter keeps the fear at bay.
4	I am haunted by the beasts I have slain.
5	I am deeply spiritual. I believe the Church is our only hope for salvation.
6	I value strength above all else. The weak will not survive.
7	I am always alert. Danger can appear at any moment.
8	I am fiercely protective of my fellow citizens.

D6	IDEAL
1	**Protection.** It is my duty to protect the innocent from the Scourge. (Good)
2	**Anger.** The beasts must pay for the lives they've taken. (Chaotic)
3	**Faith.** I trust in the Church. Their wisdom guides my blade. (Lawful)
4	**Survival.** The most important thing is to survive another night. (Neutral)
5	**Cunning.** Understanding my prey is key to trapping, torturing and otherwise defeating them. (Evil)
6	**Courage.** I must stand tall in the face of fear. Only then can I inspire others to do the same. (Good)

D6	BOND
1	The Church trained me and I owe them my life.
2	I hunt to avenge my loved ones taken by the Scourge.
3	I fight to protect the people of my neighborhood.
4	I am hunting a specific beast that took a part of me.
5	My weapon is a symbol of my duty and a keepsake from a mentor.
6	The war veterans taught me everything I know about fighting. I owe them a great debt.

D6	FLAW
1	I have a reckless streak that often gets me into trouble.
2	I struggle with the brutal nature of the hunt, and fear it's changing me.
3	I am overly suspicious of everyone and everything.
4	I carry a deep guilt for those I couldn't save.
5	I am obsessively hunting a particular beast, disregarding all else.
6	I harbor a deep-seated fear of losing my humanity in my bestial fury.

CULT INITIATE

Whether through your own choice or a twist of fate, you found yourself part of a clandestine and often misunderstood group of individuals—a cult. This may have been a circle focused on the symbiotic relationship of flesh and nature, a scholastic order obsessed with the cosmos, or followers of a prophecy predicting the apocalypse. However, your faith or circumstances have since changed, leading you to leave the confines of the cult. You might still be an active member, or you've escaped its influence. Either way, your experiences within the cult and the knowledge you've gained have left a deep impact on your life.

Skill Proficiencies: Choose one between Arcana or Religion; and one between Persuasion or Survival
Languages: Choose one between Deep Speech, Infernal and Sylvan, reflecting the cult to which you belonged
Tool Proficiencies: One type of artisan's tools or musical instrument
Equipment: A set of common clothes, a brimmed cloak, a trinket or symbol representing your cult, a piece of jewelry worth 10 gp, a hooded lantern, five flasks of oil, and a pouch containing 5 gp.

Feature: Cult Secrets

You know the secret signs, phrases, rituals, and traditions of your cult, and can recognize them anywhere. In addition you can recognize similar signals from other cults. Furthermore, you have advantage on checks made to pass yourself off as a member of similar cults, potentially gaining trust or access to resources.

Suggested Characteristics

Whether you are a current or former member of a cult, your experiences have shaped you. As a follower, you are guided by deep-seated beliefs and rituals, while as a former member, your past continues to haunt you, and you may be driven by a desire for redemption or revenge.

D8	PERSONALITY TRAIT
1	I always keep my thoughts and emotions hidden, a habit from my cult days.
2	I am curious about other belief systems and constantly compare them to my own.
3	I feel most comfortable following rituals and routines.
4	I am always questioning everything and seeking deeper meanings.
5	I feel lost and disconnected after leaving my cult.
6	I can be charismatic and persuasive when I need to be.
7	I distrust authority figures and institutions.
8	I have a habit of slipping into old cult phrases or mannerisms.

D6	BOND
1	I left someone I care about behind in the cult and am determined to rescue them.
2	I am still part of the cult, and I will protect my brothers and sisters at all costs.
3	Someone I loved was sacrificed for the cult's cause. Their memory haunts me.
4	I harbor a dangerous secret about the cult that others would kill to uncover
5	The leader of the cult still holds a dark sway over me, and I struggle against their influence.
6	I am seeking revenge against those who forced me out of the cult.

D6	IDEAL
1	**Freedom:** I have left the cult and cherish my newfound liberty. I'll never let anyone control my life again. (Any)
2	**Unity:** As a current cult member, I believe that our unified purpose is more significant than individual desires. (Lawful)
3	**Knowledge:** The cult's teachings are hidden truths that the world deserves to know. (Any)
4	**Purity:** As a former cultist, I realize the cult's teachings were wrong. I seek to cleanse myself and the world of its influence. (Good)
5	**Domination:** I believe the cult's teachings should be enforced, creating a new world order. (Evil)
6	**Redemption:** I have done terrible things in the name of the cult. I must atone for my sins. (Good)

D6	FLAW
1	I am paranoid and distrustful, always expecting a cultist to appear and enact revenge.
2	I secretly miss the structure and unity of the cult and sometimes consider returning.
3	I am easily swayed by charismatic leaders.
4	The cult's influence has left me with warped moral views that others find shocking or abhorrent.
5	I will go to any length to destroy the cult, even if it harms innocent bystanders.
6	I struggle with guilt over the actions I took as part of the cult.

DISCIPLE

The Radiant Church, a beacon of hope and strength, raised you, training you in the teachings of the Radiant One. As a disciple, you were immersed in the Church's lore, its ideals of benevolence born of resilience and fortitude, and its promise of a prosperous future. You were taught to shine your light into the darkness, to lead the way for others, and to be a pillar of strength in times of adversity. Whether you're an ardent believer, a skeptic questioning your faith, or someone seeking to wield the Church's influence, your time in the Church has undoubtedly shaped your worldview and your identity.

Skill Proficiencies: Religion, Persuasion
Tool Proficiencies: Calligrapher's supplies
Languages: One of your choices between Elven and Orcish, representative of the main forces within the Church.
Equipment: A holy symbol of the Radiant One, a prayer book, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp

Features

Your skill set varies depending on the role you serve within the Church, pick from the following features the one that is most appropriate for your character, with your GM's approval.

Divine Guidance

You have spent countless hours praying, studying scriptures, and performing rituals. Your devotion is so great that it draws the attention of the Radiant One, or so you believe. You can call upon this divine favor to guide your path. Once per day, you may ask your deity for guidance. How this guidance manifests can vary—a sudden insight, a prophetic dream, or perhaps a subtle sign in the environment around you.

Forceful Miracle

Through your dedicated service, you have harnessed the powers of the Radiant One. In the most dire of situations, you may extract this power for a miracle. However, these miracles are not to be taken lightly and should not be used frivolously. The miracle cannot be stronger in power than a spell of level equal to half your character level (rounded down, minimum 1st level). After a miracle has been granted, your hit points maximum are lowered by an amount equal to your character level for 1d12 days, and you must perform a significant service for the Radiant One to regain this miracle.

Scribe of Radiance

You've spent years studying the ancient scripts and texts of the Radiant Church, and with time, you've become a skilled scribe. Not only can you flawlessly replicate any scripture, but you can also identify and understand most religious texts related to your faith. This ability can prove invaluable when deciphering forgotten scriptures or understanding cryptic prophecies.

Suggested Characteristics

You have dedicated your life to the Radiant One, and its teachings have molded you. Your faith may be the source of your strength, or it might be a yoke that weighs you down. Regardless, you are certain of the power of the Church and its role in your life.

D8	PERSONALITY TRAIT
1	I am deeply philosophical and enjoy pondering the mysteries of the universe.
2	I'm optimistic and always looking for a silver lining.
3	I strive to be a beacon of hope and strength for others.
4	I am assertive and never back down from what I believe in.
5	I often recount stories and parables from the Radiant Church.
6	I always try to offer guidance to those who seem lost.
7	I have a peaceful demeanor and a comforting presence.
8	I am strict and expect others to abide by the teachings of the Church.

D6	BOND
1	I owe my life to the Church, and I will serve it until my last breath.
2	I believe that the Radiant One has a grand destiny in store for me.
3	I will bring the teachings of the Radiant Church to those who live in darkness.
4	I aim to preserve the unity of the Church amidst its division into factions.
5	I feel responsible for those who stray from the path of the Radiant One.
6	I will redeem the Church from its insidious corruption and restore its noble ideals.

D6	IDEAL
1	**Strength:** I must be strong so that I can guide others through adversity. (Lawful)
2	**Hope:** I am a beacon of light in the darkness, showing the way to a brighter future. (Good)
3	**Faith:** My faith in the Radiant One gives me strength and purpose. (Any)
4	**Knowledge:** The true path to enlightenment is the pursuit of knowledge. (Neutral)
5	**Charity:** It's my duty to help those in need, and to provide for the less fortunate. (Good)
6	**Independence:** I must question and challenge my faith to truly understand it. (Chaotic)

D6	FLAW
1	I am dogmatic and find it hard to accept beliefs that contradict the teachings of the Church.
2	I am naive and often overoptimistic, which sometimes leads me to underestimate dangers.
3	I am plagued by an overwhelming fear of divine judgment, constantly doubting whether my actions are in accordance with the teachings of my faith.
4	I struggle with doubt and question my faith, particularly when facing the unfairness of life.
5	I have high expectations for myself and others, which often leads to disappointment.
6	I find it hard to forgive myself for past mistakes and often dwell on them.

INQUISITOR

You are a steadfast disciple of the Radiant Church, filled with an unwavering faith and a holy zeal that drives you to root out any threats to the church and its teachings. Your duty might involve questioning potential heretics, investigating signs of corruption within the church, or combating the enemies of the faith. You walk a fine line, enforcing the laws of the Church and ensuring the purity of its followers.

Skill Proficiencies: Religion, Intimidation
Tool Proficiencies: Torture tools (SGttEH Page XX)
Languages: Common, one of your choice between Deep Speech and Primordial, often used in your investigations or dealing with outsiders.
Equipment: A holy symbol of the Radiant Church, a set of common clothes, a set of manacles, torture tools, a tome containing the teachings of the Radiant Church, and a pouch containing 10 gp.

Feature: Zealous Authority

As an Inquisitor of the Radiant Church, you command a certain level of respect and fear among church members and outsiders who recognize the authority of the Church. You can leverage your authority to gain access to resources, information, or aid from those who fear the Church's wrath, revere its power, or follow its teachings.

Suggested Characteristics

Your place within the Radiant Church is unique and carries with it heavy responsibilities. The pursuit of truth and the maintenance of the Church's authority guide your actions, though the means you use to achieve these ends can be unsavory.

D8	PERSONALITY TRAIT
1	I am fervently dedicated to my faith and the teachings of the Radiant Church.
2	I am often suspicious of others, especially those who do not share my beliefs.
3	I am stern and serious, with little time for humor or frivolity.
4	I am not easily swayed by emotional appeals, preferring to deal in facts and evidence.
5	I am meticulous and thorough in my investigations, leaving no stone unturned.
6	I believe that the ends justify the means when it comes to preserving the Church and its teachings.
7	I tend to view things in black and white, with little room for moral ambiguity.
8	Despite my stern exterior, I am deeply compassionate and driven by a desire to protect the innocent.

D6	BOND
1	I am loyal to a mentor or superior within the Church who has guided me on my path.
2	I once failed to stop a heretic, and that failure haunts me.
3	I have a family member or loved one who doesn't understand my dedication to the Church.
4	I am seeking to bring a particular heretic or enemy of the Church to justice.
5	The Church is my family, and I will protect it at all costs.
6	I seek to convert or save those who have strayed from the path.
7	I have killed innocents in my righteous crusade, and their screams still haunt me.
8	I have killed innocents in my righteous crusade, and will do so again if it is necessary.

D6	IDEAL
1	**Faith:** My faith in the Radiant Church is unwavering, and I will do whatever it takes to protect it. (Any)
2	**Order:** The laws and teachings of the Church must be upheld at all times. (Lawful)
3	**Purity:** Corruption and heresy will be purged (Lawful)
4	**Justice:** Those who harm or deceive the Church must be brought to justice. (Lawful)
5	**Power:** The Church's authority must be respected and feared. I will ensure it. (Evil)
6	**Sacrifice:** I am willing to sacrifice anything, even my life, for the Church. (Good)

D6	FLAW
1	My zealous devotion to the Church can make me blind to its flaws.
2	I am unforgiving and tend to hold grudges, especially against perceived heretics.
3	I can be overly suspicious, seeing threats to the Church where there are none.
4	I am rigid and inflexible, struggling to adapt when things don't go according to plan.
5	My stern demeanor often drives people away.
6	I sometimes resort to extreme measures in the name of preserving the Church, which can lead to unnecessary conflict.

INVESTIGATOR

As an Investigator, your life is a ceaseless pursuit of the elusive truth. You are driven by a profound desire to understand the perplexing enigma that is the Scourge, the inscrutable disappearances happening across the city, the veiled cult activities, the covert dealings within the Church, or the aristocrats' clandestine affairs. Regardless of the specifics, you are a seeker of knowledge and truth, using your keen insight and intellect to unravel the mysteries that plague your world. You might be a former scholar, a detective, or just an average citizen who was personally affected by these events, and you won't stop until you reveal the truth.

Skill Proficiencies: Investigation, Insight
Tool Proficiencies: One type of artisan's tools related to your investigative methods (e.g., alchemist's supplies for analyzing samples, or a forgery kit for examining documents)
Languages: You learn to read one language of your choice, which represents the case that you obsess the most over.
Equipment: A notebook and charcoal pencil, a set of common clothes, a set of artisan's tools you are proficient with, a mysterious artifact or document related to your investigation, and a pouch containing 10 gp.

Feature: Inquisitive Mind

Your constant searching for answers has trained your mind to find connections and insights where others see none. You have an uncanny knack for seeing through lies and half-truths, and people tend to reveal more information to you, either intentionally or not. You have a knack for getting people to open up to you, whether it's through kindness, intimidation, or trickery.

Suggested Characteristics

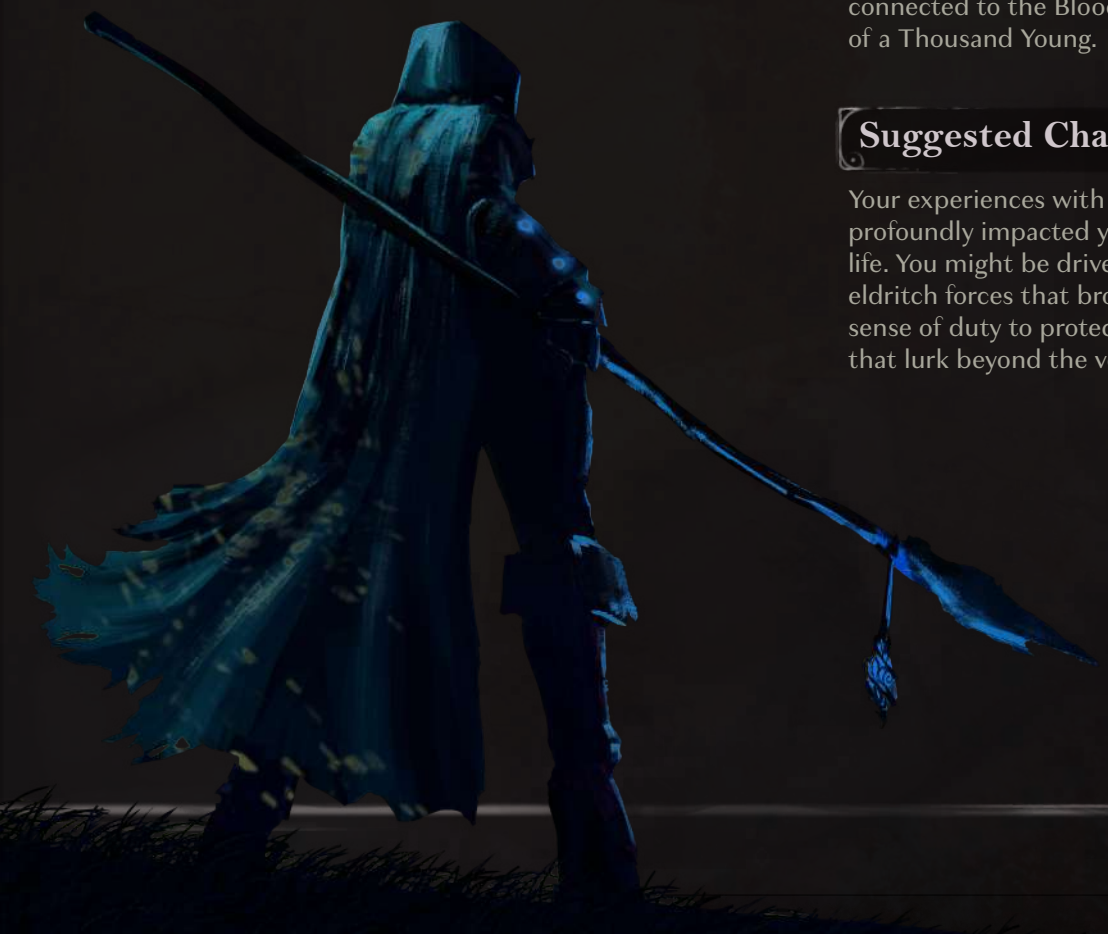
You have a keen mind and a drive to uncover the truth. This passion, fueled by your curiosity and perhaps personal experiences, makes you relentless. Each new mystery is an opportunity to learn more about the city and its secrets, but it can also lead you to perilous situations.

D8	PERSONALITY TRAIT
1	I am relentlessly curious and always eager to learn something new.
2	My determination to uncover the truth sometimes leads me to take unnecessary risks.
3	I believe that every mystery can be solved with enough time and thought.
4	I tend to keep my theories to myself until I have solid evidence.
5	I often get lost in my own thoughts and become oblivious to my surroundings.
6	I am haunted by a terror afflicting Luyarnha (e.g., Scourge, cults, etc..) and its effects on people, and I won't rest until I've uncovered its origins.
7	I often come off as distant or cold, but I'm deeply compassionate towards those affected by the mysteries I investigate.
8	I have a cynical sense of humor, often making light of grim situations to keep my spirits up.

D6	IDEAL
1	**Truth:** I will uncover the truth, no matter how grim or inconvenient it may be. (Neutral)
2	**Justice:** Those responsible for the city's plight must be brought to justice. (Lawful)
3	**Hope:** The truth could lead to salvation. We can't give up hope. (Good)
4	**Knowledge:** Knowledge is power, and I must know it all. (Any)
5	**Whistleblower:** Everyone has the right to know the truth about what's happening in the city. (Chaotic)
6	**Survival:** The mysteries I investigate are a threat to all life. Stopping them is all that matters. (Any)

D6	BOND
1	I lost someone important to me to the Scourge. I'll do anything to prevent others from experiencing the same pain.
2	I was once saved by a hunter, and I owe them a debt I can never repay.
3	I have an old friend or mentor who has lost their way. I want to save them.
4	I've been bribed to look the other way before, my greed cost many their lives, never again.
5	I have a rival investigator who is always one step ahead of me. One day, I will outshine them.
6	I believe some people know more about the Scourge than they're letting on. I must uncover their secrets.

D6	FLAW
1	I am so obsessed with my investigations that I often neglect my own well-being.
2	I trust my theories more than the testimony of others, which can lead to conflict.
3	I have a hard time letting go of unsolved mysteries, even when it's necessary for my safety.
4	I enjoy riches, and am not above investigating wealthy individuals to blackmail them later.
5	I tend to see mysteries everywhere, even where they don't exist.
6	I have a dark secret related to my investigation that I fear others may discover.



MARKED FOR DEATH

You once were dead, but the mysterious Blood Moon of Rebirth returned you to life, leaving an indelible Eldritch Carving on your body - the Sacrificial Brand. The mark on your flesh is feared by many, as it is believed to attract the terrible creatures that plague the world, to you, it symbolizes the weight of your past life with you, and the promise that this life will end again, violently. Embracing your new life as a symbol of rebirth and sacrifice, you have resolved to use this opportunity, even if it leads you once again to a brutal end.

Skill Proficiencies: Arcana, Survival
Languages: Deep Speech
Equipment: A flare (used to indicate your position during hunts), a set of common clothes, a small knife for carving runes, a journal detailing your experiences since rebirth, and a pouch containing 10 gold pieces. The **Sacrificial Brand** Eldritch Carving is scarified on your body.

Feature: 6th Sense

Not only were you brought back from the dead by the Blood Moon, but you also survived the horde of beasts that were brought back with you, despite their ability to track you. Your senses are honed beyond mortal comprehension. You can sense the presence and general direction of powerful eldritch energies and artifacts within a 1-mile radius, particularly if they are connected to the Blood Moon of Rebirth or the Mother of a Thousand Young.

Suggested Characteristics

Your experiences with death and resurrection have profoundly impacted your personality and outlook on life. You might be driven to uncover the secrets of the eldritch forces that brought you back, or you may feel a sense of duty to protect the living from the horrors that lurk beyond the veil.

D8	PERSONALITY TRAIT
1	I am extremely cautious, having learned the fragility of life firsthand.
2	I am fascinated by the mysteries of life, death, and the forces that bind them.
3	I feel a deep connection to the moon, often seeking solace in its light.
4	I am driven to uncover the purpose behind my resurrection.
5	I am haunted by the memories of my past life and the circumstances of my death.
6	I am fiercely protective of those I care about, as I know the pain of loss.
7	I believe that my resurrection has given me a second chance to make a difference in the world.
8	I have become detached from the everyday concerns of the living.

D6	IDEAL
1	**Balance.** Life and death are part of a delicate cosmic balance that must be maintained. (Neutral)
2	**Knowledge.** Understanding the mysteries of the cosmos is the key to mastering life and death. (Any)
3	**Protection.** I will do everything in my power to protect the living from the horrors beyond the veil. (Good)
4	**Vengeance.** I seek the power to destroy the eldritch forces that toy with life. (Lawful)
5	**Power.** I have been given a rare opportunity, and I will use it to seize control. (Evil)
6	**Freedom.** This new life is a chance to break free from the constraints of my past. (Chaotic)

D6	BOND
1	I feel a strong connection to others who bear the Sacrificial Brand.
2	I owe my resurrection to the Blood Moon, and I am determined to uncover its secrets.
3	I left behind loved ones in my past life, and I will do anything to protect them from harm.
4	I am haunted by a vision or prophecy that I received during my resurrection.
5	I am hunted by **Death** and must escape its clutches.
6	I am determined to prevent others from experiencing the pain and confusion that I have endured.

D6	FLAW
1	I am paranoid, fearing that my resurrection has attracted the attention of sinister forces.
2	I struggle with feelings of guilt and shame from my past life, making it difficult for me to trust myself and others.
3	I am obsessed with uncovering the secrets of my resurrection, sometimes to the detriment of my relationships and goals.
4	I have difficulty forming new relationships, as I am still mourning the loss of my previous life and connections.
5	I am prone to bouts of rage and anger, fueled by the knowledge of my impending doom.
6	I am reckless in the face of danger, believing that I have already cheated death once and can do so again.

SCION

You are a member of the Scions, a group of brilliant, boundary-pushing scientists, working at the fringe of societal norms and scientific understanding. You have seen life being breathed into the lifeless, creating living constructs through electrifying science, a practice never seen before. As a member of the Scions, the inventions and creations of your group have earned favor among the city's higher-ups, and given delusions of grandeur to those of you who wrestle with the godlike power of creation at your fingertips.

Skill Proficiencies: Arcana, Investigation
Tool Proficiencies: Tinker's tools, one type of artisan's tools of your choice
Languages: One of your choice
Equipment: A set of tinker's tools, a set of artisan's tools, a notebook full of your scientific sketches and notes, a bottle of black ink, a quill, a small experimental creation of your design, and a pouch containing 15 gp

Feature: Scion's Creation

Your time as a Scion has made you an expert in the creation and maintenance of complex machinery and constructs. You can spend an hour to perform maintenance on a construct, restoring a number of hit points to it equal to your level; a creature can only benefit from this feature once per day. Additionally, you can identify, inspect, and assess the function and value of mechanical or arcane devices or constructs. This does not mean you know how to operate such a device if you have never handled it before.

Suggested Characteristics

As a Scion, you have been at the forefront of scientific exploration and innovation. The thrill of discovery and the power to create or reanimate life fill you with excitement or perhaps existential dread. The impact of your inventions on society and the moral implications of your work are things you grapple with.

D8	PERSONALITY TRAIT
1	I am deeply curious, always seeking to understand the world around me.
2	I am meticulous and organized in all my work.
3	I often get lost in thought, contemplating my latest theories and inventions.
4	I'm fascinated by life and what makes something alive.
5	I have a morbid sense of humor, often making light of death and the macabre.
6	I am obsessive over my creations, seeing them as my children.
7	I am arrogant, considering myself superior due to my intellect and capabilities.
8	I believe that through science and invention, all of Luyarnha's problems can be solved.

D6	IDEAL
1	**Knowledge:** The pursuit of understanding is the highest aim. (Neutral)
2	**Creation:** I strive to create life and new inventions to improve the world. (Good)
3	**Power:** I want to master the forces of life and death. (Evil)
4	**Progress:** We must push the boundaries of science and magic, no matter the cost. (Chaotic)
5	**Discovery:** The world is full of wonders waiting to be discovered and understood. (Any)
6	**Duty:** With great power comes great responsibility. I must use my abilities wisely. (Lawful)

D6	BOND
1	I am devoted to the Scions, and will do whatever I can to protect and further our work.
2	One of my creations has developed a will of its own. I must understand why and what this means.
3	I have a rival Scion whose success drives me to be better.
4	A mistake in my past cost a lot of people their lives. I must make amends.
5	One of the city's higher-ups has taken a special interest in my work. I must not disappoint them.
6	My greatest invention is still incomplete. I must gather the necessary resources and knowledge to finish it.

D6	FLAW
1	I am so consumed by my work that I often neglect my own health and relationships.
2	I am reckless in my pursuit of knowledge, often putting myself and others in danger.
3	I will do anything to protect my creations, even if it means harming others.
4	I believe that I am above the laws and ethics that bind lesser individuals.
5	I am haunted by the lifeless eyes of the beings I've created.
6	I am desperate for recognition and fear obscurity more than death.

WORTHLESS HUSK

You were born into a world that saw you as utterly worthless, a waste of skin. Deemed talentless and devoid of potential, you were cast aside by those around you. As a Worthless Husk, you have learned to navigate the treacherous environment of the city, using your wits and endurance to survive. Given the chance to grow—a chance which you may never get—you could prove that even the most overlooked souls can make a difference in this twisted world.

Skill Proficiencies: Stealth, Survival
Equipment: A set of common clothes, a small rusted knife, a key to an important location, a pouch containing 1 gold piece

Feature: Bottom Dweller

Having been discarded by society, you're familiar with desperation. You know the darkest corners of the city like the back of your hand. Whether it's the dank sewers, abandoned buildings, or the shadowy back alleys, you can navigate these places with ease and can often find shelter or a safe passage where others would see only squalor and danger. You require half as much food and water as a regular member of your race to survive, and have advantage on all Survival checks made to maintain a Wretched lifestyle.

Optional Feature: Worthless

With your GM's approval can pick this feature instead of Bottom Feeder.

You are worthless, but you show a sliver of potential. When you choose this background at 1st level, reduce your highest ability score until the sum of your six ability scores is equal to 72 or fewer. Then, reduce each ability score by 1.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2 or you can increase two ability scores of your choice by 1. You can't increase an ability score above 18 using this feature.

Suggested Characteristics

Your life has been defined by neglect and devaluation. Deemed worthless by those around you, you've developed a grit and tenacity that allows you to thrive in the harshest conditions. Your perceived weakness could be your greatest strength, and in spite of your circumstances, you remain hopeful of proving your worth.

D8	PERSONALITY TRAIT
1	I am quiet and withdrawn, preferring to remain in the background and observe.
2	I am fiercely determined to prove my worth and show that I am more than just a waste of skin.
3	I am quick to mistrust, always suspecting others' motives due to my past experiences.
4	I've developed a sharp sense of humor as a coping mechanism.
5	I have a tendency to hoard items, never knowing when I might need them.
6	I am always scheming, to be ready for whatever life throws at me.
7	I often underestimate my worth and potential, always expecting to fail.
8	I've grown to appreciate the little joys in life, as they are far and few between.

D6	IDEAL
1	**Perseverance:** No matter how many times I'm knocked down, I will keep getting back up. (Any)
2	**Growth:** I seek to find my hidden potential and make a difference in this harsh world. (Good)
3	**Independence:** I will rely on no one but myself. I am all I need. (Chaotic)
4	**Vengeance:** I will show those who discarded me the error of their ways. (Evil)
5	**Acceptance:** I strive to find a place where I am accepted as I am. (Neutral)
6	**Redemption:** I seek to prove that everyone, even someone like me, can change for the better. (Lawful)

D6	FLAW
1	I possess a crippling fear of abandonment, leading me to cling to unhealthy relationships even when they are detrimental to my well-being.
2	My self-destructive tendencies manifest in addictive behaviors, using substances or vices as a means to escape from my own perceived worthlessness.
3	I have a hard time letting go of any perceived slights or insults, often holding grudges.
4	My survival instincts can make me selfish, often choosing my wellbeing over others.
5	I tend to push people away, afraid that they will eventually discard me like the rest.
6	I am often reckless, after all, I have nothing to lose.

D6	BOND
1	I will protect the few friends I have made in this dark city, as they have shown me kindness when others would not.
2	I am searching for a person who can help me unlock my true potential and find my place in this world.
3	I am determined to create a better life for the other discarded souls in the city.
4	I harbor a desire to confront those who cast me aside and show them how far I've come.
5	Precious memories, the only thing I have from my past, drives me to keep going.
6	I've made a secret promise to myself that I'd rather die than stay worthless

SPELLS

SPELLS

Cantrips

Bestial Roar
Transmutation cantrip *(bard, druid, sorcerer, warlock)*

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V
Duration: Instantaneous

You release a loud, monstrous roar mimicking those of ravenous beasts, causing shockwaves around you. Each creature within 10 feet of you must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

This spell's radius increases by 5 feet when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

Brittle Bone Throw
Conjuration cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bone powder)
Duration: Instantaneous

You hurl a splintered bone fragment at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 piercing damage. On a miss, you can shatter the bone mid-air and redirect the remnant towards another creature within 15 feet of the original target. Make another ranged spell attack. On a hit, the new target takes 1d4 piercing damage.

This spell's damage increases by 1d8 and 1d4, respectively, when you reach 5th level (2d8, 2d4), 11th level (3d8, 3d4), and 17th level (4d8, 4d4).

Cosmic Eye
Transmutation cantrip *(sorcerer)*

Casting Time: 1 action
Range: 150 feet
Components: M (an eldritch parasite)
Duration: Instantaneous

Your eye darkens under the influence of the eldritch madness, appearing as an endless starry sky. Make a ranged spell attack against a creature within range as you fire a projectile of eldritch energy from your eye. On a hit, the target takes 1d8 necrotic damage. If you score a critical hit, you can reroll any roll of 4 or lower on the damage die until you get a higher result.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Gravity Spike
Transmutation cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a localized gravitational field that temporarily shifts the landscape to impale a creature. Choose a creature on the ground you can see within range. The creature must make a Dexterity saving throw. On a failed save, the target takes 1d4 piercing damage and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Gravity Whip
Evocation cantrip *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You weave gravity in your palm before striking. Make a melee spell attack against a creature within range. On a hit, it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in a direction of your choice. In addition, its speed is reduced by 5 feet until the start of your next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

1st-Level Spells

Bone claws

1st-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiger's claw)
Duration: Concentration, up to 1 minute

Choose a creature you can see within range. You infuse them with osteomantic energy, growing sharp claws from their carpal bones. For the duration, the target's unarmed attacks deal an extra 1d4 slashing damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases to 1d6 at 2nd level, 2d4 at 3rd level, 2d6 at 4th level, and 3d4 at 5th level.

Bone shield

1st-level abjuration *(druid, ranger, warlock)*

Casting Time: 1 reaction, which you take when you are hit by an attack
Range: Self
Components: V, S
Duration: Instantaneous

You generate a barrier of elongated femurs that protects you. You reduce the incoming damage by 1d12, and if the attacking enemy is within 10 feet of you, the osseous barrier explodes, dealing slashing damage to them equal to the amount reduced.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduction increases by 1d12 for each slot level above 1st.

Electrify

1st-level evocation *(ranger, sorcerer, wizard)*

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of its next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Fall

1st-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self
Components: V, M (an elastic band)
Duration: Instantaneous

As an action, you can temporarily change which way gravity pulls you and immediately fall 200 feet in that direction. If you hit a solid surface, you take falling damage based on the distance you have traveled.

Fractured Shell

1st-level transmutation *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a porcupine's carapace)
Duration: Concentration, up to 10 minutes

You touch a willing creature, forcing spiked bone plates to grow and pierce through its skin. It takes 1 point of piercing damage. For the duration of the spell, the first time each turn that the target is hit with a melee attack, the attacking creature takes 2d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage dealt to attacking creatures increases by 1d4 for each slot level above 1st. If you use a spell slot of 5th level or higher, the spell doesn't require concentration.

Gravity Leap

1st-level transmutation *(druid, ranger, sorcerer)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You enhance the gravitational field around your body, allowing you to jump higher and farther. For the duration, your jump distance is tripled. Additionally, once per turn immediately after you jump, a wave of gravity is unleashed, and each creature within 5 feet of the space you left must make a Strength saving throw. On a failed save, a creature is knocked prone.

Gravity Well

1st-level evocation *(cleric, druid, ranger, sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You fire a projectile of condensed gravitational force toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 force damage and is pulled 20 feet in a straight line toward you.

Phalangeal Shot

1st-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You point your fingers forward and your phalangeal bones fire outwards, akin to the bullets of a gun. They regrow immediately, leaving your hand unscathed. All creatures in a 1-foot-wide, 30-foot-long line in front of you must succeed on a Dexterity saving throw or take 2d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Silvered Shell

1st-level transmutation *(paladin, ranger)*

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (an empty phantasm shell*)
Duration: 1 minute

You touch a weapon and imbue it with otherworldly bile. For the duration, it becomes silvered and, while you are holding it, it deals an additional 1d4 force damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the duration to 10 minutes (2nd level), 1 hour (3rd level), 8 hours (4th level), or 24 hours (5th level).

**The hollow corpse of an eldritch being, often found—or perhaps created—by the Radiant Church.*

Spectral Slash

1st-level conjuration *(paladin, ranger)*

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You send forth a spectral copy of yourself to strike down your foe. Make a melee spell attack against a creature within 20 feet of you. On a hit, the target takes 1d8 damage of your weapon's damage type.

You can then use an action to move up to 20 feet in a straight line towards the target, streaking through a spectral trail, and take the Attack action against it. To use this action, you must attack with a melee weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the range and distance you can move increase by 10 feet for each slot level above 1st.

2nd-Level Spells

Arm Cannon

2nd-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You fire out the bones of your forearm through your hand, leaving a severe wound that immediately regrows and heals. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d8 piercing damage and must succeed on a Strength saving throw or be pushed back 15 feet. If pushed into an obstacle, the target is impaled on it and is restrained by the bone until the end of its next turn. Creatures that are Large or larger have advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Blind Ambush

2nd-level conjuration *(bard, druid, ranger, warlock)*

Casting Time: 1 action
Range: 60 feet (10-foot square)
Components: V, S, M (a whistle)
Duration: 1 minute

You blow on a whistle, releasing an inaudible sound. Choose a point on the ground within range. The first time a creature moves while within a 10-foot square centered on that point before the spell ends, an eldritch maw immediately erupts from beneath the ground, dealing 2d10 piercing damage to each creature within the square and knocking them prone. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd. If you use a spell slot of 5th level or higher, the spell can trigger a second time before it ends.

Bone Cocoon

2nd-level abjuration *(druid, sorcerer, warlock, wizard)*

Casting Time: 1 reaction, which you take when you see a creature drop to 0 hit points
Range: 30 feet
Components: V, M (a shrunk and gilded rib cage worth at least 50 gp)
Duration: Concentration, up to 1 minute

You conjure a cocoon made of cartilage and bones, which protects the creature that dropped to 0 hit points. While in the cocoon, the creature can't be damaged by attacks or effects originating from outside, has total cover, is considered restrained, and makes death saving throws at advantage.

The cocoon has 25 hit points and an AC of 11 + your spellcasting ability modifier. It has resistance to cold, fire, and necrotic damage, and immunity to poison and psychic damage. If you lose concentration or the cocoon is reduced to 0 hit points, it is destroyed.

Bludgeoning Horror

2nd-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 15 feet
Components: V, S, M (the body part of a Great One)
Duration: Instantaneous

You summon a large number of tentacles and slugs from your palm to strike a creature within range. Make a melee spell attack against the target. On a hit, it takes 3d6 bludgeoning damage. If you score a critical hit, the target is also stunned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 and range increases by 5 feet for each slot level above 2nd.

Calcified Memories

2nd-level divination (ritual) *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch the bones of a deceased creature. When you do so, a ghostly grey illusion of the fallen creature appears above its corpse to reenact the last 6 seconds of its life. The illusion only shows the creature's actions, such as reacting to an unseen monster or choking from poisonous gas, but does not show the monster or effect causing the behavior. This spell has no effect on undead creatures. Once a corpse's death has been revealed in this way, it can't be shown again for 24 hours.

Graviturgic Smite

2nd-level evocation *(paladin)*

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, you can add energy stolen from black holes. Your attack deals an extra 2d6 bludgeoning damage to the target, which must make a Strength saving throw. On a failure, its speed is reduced to 10 feet until the spell ends. On a success, its speed is reduced by 10 feet until the spell ends,to a minimum of 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Gravity Storm

2nd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 120 feet (20-foot radius)
Components: V, S
Duration: 2 rounds

You create a localized gravitational field that unleashes a storm of gravity waves. Choose a point within range that you can see. When you cast this spell and at the start of each of your subsequent turns for the duration, each creature within 20 feet of that point must make a Dexterity saving throw. On a failure, a target takes 2d6 bludgeoning damage and is knocked prone. On a success, a target takes half as much damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6, the radius increases by 5 feet, and the duration increases by 1 round, for each slot level above 2nd.

Lightning Charged

2nd-level evocation *(druid, ranger, sorcerer, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of metal once used in a lightning rod)
Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack or a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 total damage), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell can discharge damage 2 additional times (dealing up to 2d6 more total damage) before the spell ends for each slot level above 2nd.

Otherwordly Gaze

2nd-level divination *(bard, druid, ranger)*

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You tap into the eldritch forces of the universe, gaining heightened senses and the ability to see beyond the veil of reality. For the duration, your eyes turn black and you gain the following benefits:

- You have advantage on Perception checks.

- You can automatically sense the presence of eldritch creatures within 120 feet of you, including aberrations, celestials, and fiends.

- You can see the true form of any shapechanger or creature that is transformed by magic within 30 feet of you.

- If you are blind, you regain sight for the duration of this spell.

Pressure Cage

2nd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet (10-foot-radius sphere)
Components: V, S, M (a shard of ball and chain)
Duration: Concentration, up to 1 minute

Gravity increases within a 10-foot-radius sphere centered on a point you choose within range, causing immense pressure to be applied to all within, and the area is difficult terrain. When a creature enters the sphere for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or its speed is reduced to 0 until the start of its next turn.

On subsequent turns, as a bonus action, you can move the sphere up to 20 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 2nd.

Rolling Bones

2nd-level divination (ritual) *(cleric, druid, warlock, wizard)*

Casting Time: 1 minute
Range: Self
Components: V,S,M (the bones of a small mammal worth at least 1 gp)
Duration: Instantaneous

You roll bones, allowing fate to give you an omen of the future. Roll 1d6.

- On a roll of 5 or 6, you know if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour. You also learn the type of creature you're most likely to encounter.

- On a roll of 2, 3, or 4, you learn if you are: not likely, likely, or very likely to encounter hostile creatures within the next hour.

- On a roll of 1, the material components of the spell are consumed, and you take 1 psychic damage as fate rebels. You don't learn any information and you can't cast this spell again until you finish a short rest.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The GM makes this roll in secret.

Rupturing Curse

2nd-level evocation *(warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You focus your magic to shatter the body of your foe. Choose one creature you can within range; it must succeed on a Constitution saving throw or take 3d6 piercing damage and be knocked prone by the pain.

In addition, if the target takes bludgeoning damage equal to 5 times its Constitution modifier (minimum of 5) or more in a single turn, its skeleton shatters, reducing its speed to 0 for the duration of the spell. If it does not take such damage before the start of its next turn, the spell ends. A creature without bones is immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 2d6 for each slot level above 2nd.

Skeletal Tail
2nd-level conjuration *(druid, ranger)*

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a scorpion's tail)
Duration: 1 minute

You grow a long, scorpion-like tail made of sharpened bones. Whenever a creature moves while within 20 feet of you centered on you, you can use your reaction to try and pierce them with your tail. The target must succeed on a Dexterity saving throw or take 2d4 piercing damage and be pulled to an empty space adjacent to you as your tail drags them in.

At Higher Levels. When you cast this spell using a spell slot of 3rd level of or higher, the damage increases by 2d4 for each slot level above 2nd.

3rd-Level Spells

Astral Barrage
3rd-level conjuration *(druid, ranger, sorcerer, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a portal to the cosmos and send asteroids hurtling through it. A creature of your choice that you can see within range must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage. You can use an action on subsequent turns to keep the portal open and target another creature, which must make the same saving throw. The spell ends if you use your action to do anything else. While concentrating on this spell, your speed is halved.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, larger asteroids fly through the portal and the damage increases by 2d6 for each slot level above 3rd.

Dampen gravity
3rd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (60-foot-radius sphere)
Components: V, S, M (a feather)
Duration: 1 hour

You focus your powers to lessen the call of gravity in a 30-foot-radius sphere that moves with you, centered on you. All creatures of your choice in the sphere have their jump distance doubled and their speed increased by 10 feet. They also have advantage on Acrobatics checks and ignore falling damage if they end their fall within the sphere.

Displacing Maw
3rd-level conjuration (warlock, wizard)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Your rib cage opens up violently, forming a maw that attempts to devour a creature within range. The creature must make a Strength saving throw. On a failure, it takes 4d8 piercing damage and is transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success, it takes half as much damage and is not transported.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8, and the teleportation range increases by 10 feet, for each slot level above 3rd.

Malicious Rancor
3rd-level evocation *(warlock)*

Casting Time: 1 action
Range: 60 feet (10-foot radius)
Components: V, S, M (a skull that belonged to a creature that succumbed to a curse, worth at least 1 sp, which the spell consumes)
Duration: 1 round

You hurl a deformed skull covered in scratches and holes and strewn in curses at a creature within range, where the skull explodes with violent hatred. Make a ranged spell attack against the creature. On a hit, the target takes 1d10 necrotic damage. Hit or miss, the skull then detonates, emitting a psychic wailing from that point. Each creature within 10 feet of that point must make a Wisdom saving throw, taking 5d4 psychic damage on a failed save, or half as much damage on a successful one. Until the start of your next turn, if a creature enters the area or ends its turn there, it must make the saving throw against the skull's damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 2d4 for each slot level above 3rd.

Osseous cage
3rd-level conjuration *(druid, warlock, wizard)*

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S
Duration: 10 minutes

You cause a cage of cartilage and bones to erupt from the ground that surrounds a 10-foot-radius sphere centered on you. The bones are thick and provide three-quarters cover to creatures inside and outside. When you or any other creature attempts to pass through the cage, you can use your reaction to let them through. Large or Larger creatures cannot enter the cage, and are pushed to the nearest unoccupied space if they are within the cage's area when it first appears. The osseous cage has AC 12, 100 hit points, and vulnerability to bludgeoning damage. If you cast this spell again while you already have a cage summoned, the previous cage turns to dust.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cage has an additional 20 hit points for each slot level above 3rd.

Osseous Impalement
3rd-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a calcified bamboo stick)
Duration: Concentration, up to 1 minute

Massive bone spikes sprout under up to four creatures on the ground of your choice you can see within range. They must succeed on a Dexterity saving throw or take 3d10 piercing damage and be impaled by the spike, becoming restrained and held aloft 5 feet in the air for the duration. A creature restrained in this way takes 1d10 piercing damage at the start of each of its turns. A creature can use its action to make a Athletics check contested by your spell save DC, breaking the bone spike and freeing itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and ongoing) increases by 1d10 for each slot level above 3rd.

Radiant Bell

3rd-level abjuration *(bard, cleric)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a silvered choir bell* worth at least 5 gp, which the spell consumes)
Duration: Instantaneous

You ring an arcane, silver bell, imbuing it with healing magics that cure the afflicted. Choose any number of creatures within 30 feet. For each target, you can end one of the following conditions: charmed, frightened, poisoned, petrified, or stunned. This cure does not work if a target is deafened.

**It is rumored that the soft ringing carries its energies across planes.*

Radiant Slaughter

3rd-level conjuration *(cleric, paladin, warlock)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (the petrified fetus of a Great One)
Duration: Instantaneous

You summon a small nova of eldritch power in this secret technique from the Obitus Scholare. Each creature within 30 feet of you must make a Dexterity saving throw. On a failure, a creature takes 2d6 force damage, 3d6 radiant damage, and is knocked prone. On a success, it takes half as much damage and isn't knocked prone. Creatures within 5 feet of you make this saving throw with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force and radiant damage both increase by 1d6 for each slot level above 3rd.

Rubber bones

3rd-level transmutation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch a willing creature. Its bones become soft and rubbery, and it gains the following benefits:

- It can spend 5 feet of movement to escape a grapple without requiring an ability check and can squeeze through a space that is large enough for a creature two sizes smaller than it.
- It has advantage on Dexterity saving throws.
- It has resistance to bludgeoning damage.
- Its reach with melee attacks increases by 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Spectral Fury

3rd-level conjuration *(paladin, ranger)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You send forth three spectral duplicates of yourself to strike down enemies within 30 feet of you. You can order them to strike one target or several. Make a melee spell attack for each spectral duplicate. On a hit, a target takes 4d8 damage of your weapon's damage type.

You can then use a bonus action to move up to 30 feet in a straight line towards one of the targets without provoking opportunity attacks, streaking through a spectral trail, and make a single melee weapon attack.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage your spectral duplicates inflict increases by 2d8 for each slot level above 3rd.

4th-Level Spells

Dread Scarecrow

4th-level illusion *(bard, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot-radius sphere)
Components: V, S, M (a flute made of a femur worth 50 gp)
Duration: Concentration, up to 1 minute

You magically create the horrifying illusion of all your bones breaking and your body bending in impossible ways, accompanied by the sound of a shattered skull. Each creature of your choice in a 30-foot-radius sphere centered on you must succeed on a Wisdom saving throw or become frightened for the duration. While frightened by this spell, a creature's speed becomes 0 and it falls prone, its legs giving out under the fear. If an affected creature takes damage, it can repeat the saving throw at the end of its next turn, ending the effect on itself on a success.

Fling

4th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You flick your finger against a creature. The target is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save, it takes 6d10 bludgeoning damage and is pushed 120 feet away from you. The push stops early if the creature hits a solid surface or is pushed into a creature of its size or larger. On a successful save, a creature takes half as much damage and isn't pushed.

If the target is pushed into or through the space of a creature, that creature must make a Dexterity saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one. This damage is increased by 1d10 per size smaller the creature is than the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target takes an extra 1d10 bludgeoning damage and is pushed 30 additional feet for each slot level above 4th.

> ***Note:*** *For example, if a commoner (size Medium) is pushed into a frog (size Tiny), the frog must succeed on a Dexterity saving throw. Because the frog is 2 sizes smaller than the commoner, on a failed save, it would take 3d10 damage (the original 1d10 damage, which is increased by 2d10), probably exploding on impact, whilst the commoner would continue its destructive flight unhindered—questioning the laws of physics.*

Graveyard Shuffle

4th-level necromancy *(cleric, druid)*

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of spinal bone and an opal worth at least 300 gold, which the spell consumes)
Duration: Instantaneous

You drain the bone marrow of a creature, attempting to steal its life force and transfer it to another creature of your choice. Make a ranged spell attack against a creature within range. On a hit, the target takes 4d6 necrotic damage. Choose another creature within range; it regains a number of hit points equal to half the damage dealt, or if it was dead for less than 1 minute, the creature returns to life with hit points equal to the number regained. If any of the targets do not have bones, the spell fails. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Gravitational distortion

4th-level transmutation *(sorcerer, warlock, wizard)*

Casting time: 1 action
Range: 60 feet (30-foot-radius sphere)
Components: V, S
Duration: Instantaneous

Reality swirls in a 30-foot-radius sphere centered on a point you can see within range. Each creature in the area must make a Strength saving throw, taking 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, any creature that fails this saving throw is pushed 30 feet in a straight line in a direction of your choice.

Gravity Barrier

4th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall lasts for the duration and its space is difficult terrain.

Ranged weapon attacks that pass through the wall's space automatically fail, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed on a Strength saving throw or take 4d8 bludgeoning damage, be knocked prone, and have its speed reduced to 0 until the end of its turn.

Jumping Jolt

4th-level evocation *(sorcerer, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack against the creature. On a hit, the target takes 4d12 lightning damage, and you can cause the spell to repeatedly jump to another target within 20 feet of the previous target, making a separate attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spell's range. The spell can jump a maximum of five times. On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

Maiden of Bones
4th-level conjuration *(warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a virgin's carpal bone)
Duration: 1 minute

A creature within range must succeed on a Strength saving throw or be trapped inside an iron maiden formed of bone that appears in its space. The creature is considered restrained, incapacitated, behind total cover, can't be damaged by attacks or effects originating from outside, and takes 3d6 piercing damage at the start of each of its turns as spikes of bone pierce its body. At the end of each of its turns, a trapped creature can repeat the saving throw, escaping and ending the spell on a success. The bone maiden has AC 14, 80 hit points, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed, the creature trapped inside is freed and the spell ends.

Vanishing Step
4th-level conjuration *(ranger, paladin)*

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (the bone of an old hunter)
Duration: Concentration, up to 1 minute

For the duration, once on each of your turns, you can use 15 feet of your movement to teleport to an unoccupied space you can see within 15 feet of you. This fails if you are prone or incapacitated.

In addition, when you are hit by an attack or targeted by a spell, you can use your reaction to teleport to an unoccupied space you can see within 15 feet of you, causing the attack to miss you or the spell to not affect you if you leave its range or radius. When you do so, until the end of your next turn, your speed is reduced by 15 feet.

World Breaker
4th-level evocation (druid, ranger)

Casting Time: 1 action
Range: 90 feet (30-foot cone)
Components: V, S
Duration: Instantaneous

You destroy your surroundings to break your foes. You rip a 5-foot by 5-foot cube of nonmagical terrain from the ground and hurl it at a point you can see within range, where it shatters in a 30-foot cone extending away from you. Each creature in the area must succeed on a Dexterity saving throw or take 4d8 bludgeoning damage and be pushed 15 feet in a straight line away from you.

5th-Level Spells

Ancestral Bond
5th-level divination *(bard, cleric, druid, sorcerer, warlock, wizard)*

Casting Time: 1 minute
Range: Self
Components: V, S, M (the bone of a humanoid, which the spell may consume)
Duration: Instantaneous

You touch the corpse of a humanoid, and visions of its descendants come to you, as ephemeral spirits scour the world. You learn how many living relatives the humanoid left behind and if they have any living descendants.

In addition, you can select one of the descendants whose existence you can feel through the spell. By destroying the corpse to amplify the power of the magic, you can attempt to determine their location. The target must make a Wisdom saving throw. On a failed save, you learn their exact location, no matter where they are.

Chisel Skull
5th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: S, M (a piece of skull bone)
Duration: Instantaneous

Choose a creature you can see within range. You cause its skull to snap, piercing its insides. The creature must make a Constitution saving throw. On a failed save, the target takes 8d10 piercing damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and isn't paralyzed. A creature without a skull is immune to this spell.

Divine Order: Reveal

5th-level divination *(bard, cleric, warlock)*

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You attempt to gaze upon the soul of a creature within range. It must make a Charisma saving throw. On a failure, its origins are revealed to you, and you learn all of the creature's ability scores, skill proficiencies, damage vulnerabilities, damage resistances, damage immunities, condition immunities, saving throw proficiencies, weapon and armor proficiencies, alignment, and traits.

If a creature succeeds on this saving throw, it is immune to this spell for the next 24 hours.

GM Note: *This is the equivalent of revealing the upper part (above the actions) of a stat block to your player.*

Forest of Dread

5th-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

You touch the ground under you and 20-foot-tall tree-like bones sprout from the ground in a 30-foot radius centered on you. Each creature of your choice in the radius must make a Dexterity saving throw, taking 4d8 piercing damage on a failure, or half as much damage a success.

For the duration, the area becomes difficult terrain, and when a creature moves into or within the area, it takes 2d8 piercing damage for every 5 feet it travels; you are immune to this effect. The forest of dread provides half cover to any creatures inside the area. The bones disintegrate when the spell ends.

Starfall
5th-level enchantment *(druid, sorcerer, wizard)*

Casting Time: 1 bonus action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You create a violent star shower. When you cast this spell and as a bonus action on your subsequent turns, you can bring down stars on creatures of your choice within 30 feet of you. Each creature struck by a star takes 1d10+1 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

6th-level Spells

Erupting Lightning
6th-level evocation *(druid, sorcerer, wizard)*

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the vertebrae of a Lightning Vessel barbarian)
Duration: Instantaneous

You slam the ground with the palm of your hand, causing pillars of lightning to erupt from the ground beneath your foes. The area of lightning consists of up to seven 5-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 lightning damage and falls prone on a failed save, or half as much damage and doesn't fall prone on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can generate two additional 5-foot cubes of lightning for each slot level above 6th.

Unbound Chamber
6th-level transmutation (ritual) *(druid, sorcerer, wizard)*

Casting Time: 10 minutes
Range: 500 feet
Components: V, S
Duration: 8 hours

Using a ritual of ancient magic, you distort the gravitational balance of an enclosed space of your choice for the duration. The chamber can be of any shape up to 200 feet wide, 200 feet tall, and 200 feet long. While in the chamber, a creature doesn't take falling damage, has its jump distance tripled, has a flying speed equal to its walking speed, and can hover.

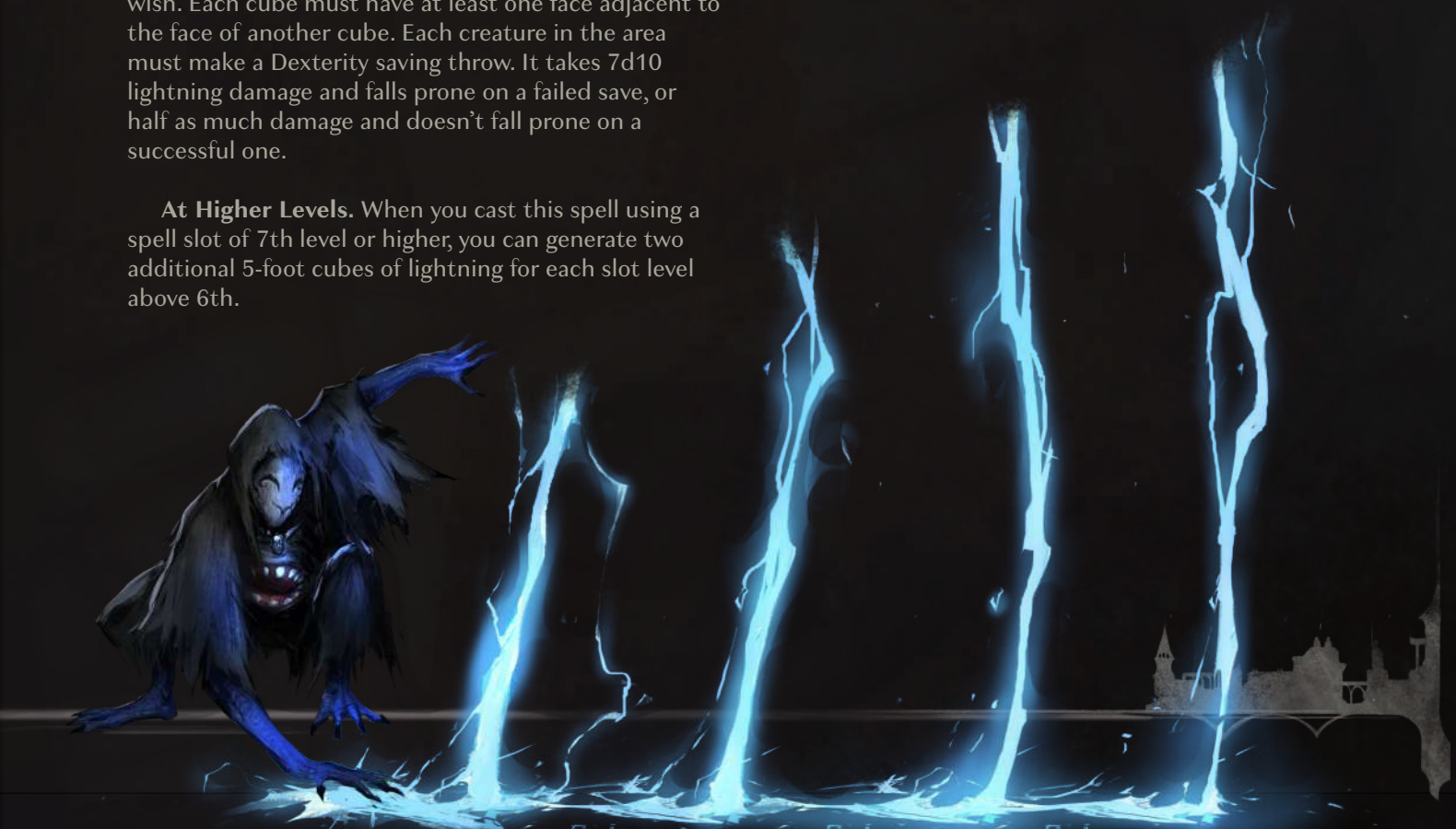
Casting this spell on the same spot every day for a year makes this effect permanent.

Void Walk
6th-level transmutation *(bard, sorcerer, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a willing creature. For the duration, it gains a flying speed equal to its walking speed and can hover.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.



Wall of Bones

6th-level conjuration *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, (a calcified egg shell)
Duration: Concentration, up to 10 minutes

A grim wall of fractured bones appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It must rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, and creatures can't pass through it. The wall is an object, and has AC 15, 150 hit points, immunity to poison and psychic damage, and vulnerability to bludgeoning damage. Reducing it to 0 hit points destroys it.

When the wall appears, each creature in its space is pushed out of it by the shortest route and must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage, or half as much damage on a successful save.

Until the spell ends, and as long as the wall has sufficient hit points, you can use an action to sacrifice 20 hit points from the wall to summon a minotaur skeleton that has murderous killing intent. The creature appears in an unoccupied space of your choice adjacent to the wall. When you summon a minotaur skeleton in this way, designate a creature you can see within 60 feet of it; that creature becomes the sole enemy of the summoned creature. The minotaur skeleton ignores any orders you give, tries to kill its target by any means, and is immune to being charmed. Once its target is dead, it vanishes in a pile of dust.

You can have a maximum of three creatures summoned by this spell at a time.

7th-Level Spells

Amputate
7th-level evocation *(druid, warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You coat your hand with vicious osteomancy. Make a melee spell attack against a creature within your reach. On a hit, you deal 10d8 slashing damage. In addition, you rip off one of the creature's limbs (leg, arm, or other similar appendage).
A creature is immune to this effect if it is immune to slashing damage, has legendary actions, or the GM decides that the creature is too big for its limbs to be cut off with this spell. Such a creature takes an extra 5d8 slashing damage instead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the initial damage increases by 4d8, and the alternative damage by 2d8, for each slot level above 7th.

Boneyard
7th-level necromancy *(cleric, sorcerer, warlock, wizard)*

Casting Time: 24 hours
Range: Touch
Components: V, S, M (enchanted bones, incense, and herbs worth at least 1000 gold, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with osteomancy. The area can have a radius of up to 120 feet, and the spell fails if the radius includes an area already under the effect of a *boneyard* or *hallow* spell. The affected area is subject to the following effects.

First, you know the exact location and hear the thoughts (if any) of any undead creature within the area, and you know if they are under someone's control.

Second, all creatures within the area lose resistance and immunity to necrotic and piercing damage.

Finally, as a reaction whenever a non-undead creature dies within the area, you can choose to rip its skeleton from its flesh and force it to rise again under your control. If you do, the creature is resurrected with 1 hit point, its creature type becomes undead, it becomes immune to all damage, it loses access to any legendary actions it had (if any), and you can mentally command its actions. At the end of its next turn, it dies and cannot be resurrected by any means short of a *wish* spell.

Crush
7th-level evocation *(sorcerer, warlock, wizard)*

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bone powder)
Duration: Instantaneous

You attempt to trap one creature you can see within range in a field of gravity that compresses and folds in on itself. The target must succeed on a Strength saving throw or take 12d10 bludgeoning damage and be stunned until the start of your next turn as it reels from the pain.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.

Divine Order: Transcend
7th-level divination (bard, cleric, warlock)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You call upon the power of the Great Ones, seeking their guidance. Until the spell ends, you gain the ability to cast any spell from the warlock spell list of 5th level or lower without expending a spell slot or needing to prepare the spell. As part of casting this spell, you can cast a spell with a casting time of an action from your newfound spell list. However, the cost of using this power is steep. At the end of each of your turns, you must succeed on a DC 18 Intelligence saving throw or take 2d10 psychic damage. If you fail this saving throw two times, the spell ends early and you gain a short-term madness.

At Higher Levels. When you cast this spell using a spell slot of 9th level, it no longer requires concentration, though you can choose to end the spell whenever.

8th-Level Spells

Bury

8th-level transmutation (bard, sorcerer, wizard)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You dramatically increase the pull of gravity in a 30-foot-radius, 300-foot-high cylinder centered on a point on the ground within range. Creatures in this area are knocked prone and cannot lose this condition while there. A creature that enters the area for the first time on a turn or starts its turn there is knocked prone and takes 4d6 bludgeoning damage. A flying creature in the area immediately falls to the ground and is knocked prone. A creature must succeed on a Strength saving throw to move or perform any action. Each foot of movement while in the area costs a creature 3 extra feet.

A prone creature that ends its turn in the cylinder must succeed on a Strength saving throw or be forced into the ground as gravity pulls it down. It is restrained and incapacitated by the crushing pressure and the ground around it, but it gains the benefits of three-quarters cover, as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turns, freeing itself from the ground on a success.

If the spell lasts for its full duration, the ground cracks under the tremendous weight generated and becomes difficult terrain. Each 5-foot-square area requires at least 1 minute to clear by hand to remove the difficult terrain.

9th-Level Spells

Aspect of Death

9th-level conjuration *(warlock)*

Casting Time: 1 action
Range: Self
Components: V, S, M (the skull of a fallen hero, embedded with jewels worth at least 4,000 gp)
Duration: Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones, which surrounds you and fights on your behalf. The avatar is Large, is centered on you, and moves with you. While it is summoned, it protects you from foes; you are considered behind three-quarters cover at all times, have resistance to all damage, are immune to being grappled, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws, and when you cast a spell that deals bludgeoning, piercing or slashing damage, it is cast with a spell slot 2 levels higher than the one expended (to a maximum of 9th level).

Divine Order: Sacrifice

9th-level conjuration *(bard, cleric, warlock)*

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, you create a crack in the world, letting the will of a Great One smother a creature of your choice within range. The direct contact with the eldritch being causes the target to take 8d6 psychic damage, and it must make a Charisma saving throw. On a failure, the creature is pulled in through the tear to the cosmos. On a success, it isn't pulled but gains a long-term madness, and the spell ends.

While in the cosmos, the target is incapacitated. At the beginning of each of its turns while there, it takes 3d6 cold damage, 3d6 psychic damage, and must succeed on a DC 20 Intelligence saving throw or gain a short-term madness.

When the spell ends, if the target is still alive, it reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the creature is killed while in the void, its corpse never returns. A body that disappears in this way can never be recovered, not even with a *wish* spell.

If your concentration on the spell ends early, you must succeed on a DC 20 Intelligence saving throw or gain a long-term madness as the eldritch whispers revolt and assault your mind.

When the spell ends, roll a d100. On a 1, the breach doesn't close and instead only expands, threatening to absorb the entire world.

Osteophagia

9th-level conjuration *(warlock, wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

The most lethal osteomantic power. You can cause the skeleton of a creature to liquefy in a matter of seconds, causing the body to collapse in on itself. Choose a creature within your reach; it must succeed on a Constitution saving throw or die.

A successful save prevents the death by skeletal collapse, but the creature still takes 10d6 necrotic damage. Creatures without bones and creatures whose CR or character level is equal to or higher than the caster's CR or character level are immune to this spell.

FIREARMS

Firearms. Firearms were created out of a dire need to fight the scourge. They all include silver in their construction, and as such, the projectiles they fire are considered silvered for the purposes of overcoming resistances and immunities.

Some firearm and ammunition properties require your target to make a saving throw to avoid the effects. The saving throw DC is calculated as follows:

Firearm save DC = 8 + your proficiency bonus + your Dexterity modifier

WEAPONS	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Ranged Weapons				
Blunderbuss	20 gp	2d4 piercing	10 lb.	Ammunition (range 20), Barrel 2 (S), Blaring, Spread Fire, Twinned Barrel, Two-Handed
Flintlock	8 gp	1d8 piercing	3 lb.	Ammunition (range 100/320), Barrel 1 (F), Blaring, Light
Martial Ranged Weapons				
Cannon	500 gp	3d10 piercing	90 lb.	Artillery (range 120/240), Booming, Concussive, Two-Handed
Rifle	25 gp	1d10 piercing	8 lb.	Ammunition (range 150/500), Barrel 2 (S), Blaring, Steady, Twinned Barrel, Two-Handed
Pistol	10 gp	1d6 piercing	3 lb.	Ammunition (range 40/120), Barrel 6 (S), Blaring, Fan Fire
Ammunition				
Bullets (10)	1 gp	—	1 lb.	—
Cannonball	3 gp	—	9 lb.	—
Explosive bullets (10)	40 gp	—	1 lb.	—
Explosive cannonball	30 gp	—	12 lb.	—
Scatter bullets (10)	15 gp	—	1 lb.	—

rifle

Properties

Artillery. You must use Strength instead of Dexterity for the Firearm save DC and the attack and damage rolls of this weapon. Such a weapon can only be reloaded with an action.

Ammunition. The ammunition of a firearm is destroyed upon use.

Barrel. The weapon can be fired a number of times equal to the number of bullets its barrel can hold (written as Barrel X) before it must be reloaded according to its fast or slow reload property (F or S, respectively).

- **Fast reload.** You must use an attack, an action, or a bonus action to reload this firearm. You must have one free hand to do so.

- **Slow reload.** You must use an attack or an action to reload this firearm. You must have one free hand to do so.

Blaring. Firing this weapon makes a thunderous crack. The sound can be heard from up to 100 feet away. Firing a weapon with this property makes it hard to go undetected; you have disadvantage on Stealth checks to hide until the start of your next turn. In addition, if a creature is within the area of the sound blast, it has advantage on Perception checks against you.

Booming. The deflagration from firing this weapon makes a stupendous booming sound. The sound can be heard from up to 500 feet away. Firing this weapon makes it impossible to go undetected; you automatically fail Stealth checks to hide until the start of your next turn. In addition, if a creature is within the area of the sound blast, it automatically succeeds on Perception checks against you.

Concussive. These weapons bludgeon as much as they pierce. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning damage. For instance, if a creature is immune to piercing damage and has no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance to all physical damage applies as normal.

Fan Fire. You can quickly fire this weapon by slamming the hammer repeatedly. As an action, you fire a number of bullets in a row equal to your Dexterity modifier (minimum of 2, up to the entirety of the barrel). Each attack after the first suffers a cumulative -3 penalty to the attack roll. You cannot add any modifier to the damage roll of these attacks beyond the first (such as the bonus from your Dexterity modifier, the Sharp-shooter feat, or a magic weapon's bonus to damage rolls). When you use this action, your speed becomes 0 until the end of your turn, and attacks you make using the long range of the weapon automatically miss.

If you roll a 1 on any of the attack rolls, the weapon jams and can't be used again until it is repaired. You can use an action to make a DC 15 Sleight of Hand check, repairing the weapon on a success. Alternatively, you can spend 1 hour outside of combat to mend it, automatically succeeding on the check. If your check fails, the weapon is broken and must be mended in a specialist's store at a quarter of the cost of the firearm.

flintlock

Twinned Barrel. This weapon has two barrels that can each hold a bullet and can both be loaded as part of reloading the weapon. You can fire both barrels of a double barrel weapon as part of an attack, instead of each barrel individually. Doing so empties the barrel of the weapon (as per the Barrel property) but increases the damage die of the weapon on a hit (from d4 to d6 to d8 to d10 to d12).

Spread Fire. A weapon that has the spread fire property can't make a normal attack, instead spraying a cone in front of you with a length equal to its range (for example, a blunderbuss with 'range 20' will fire in a 20-foot cone in front of you). Each creature in the area must succeed on a Dexterity saving throw against your Firearm save DC or take the weapon's normal damage.

Steady. A weapon with this property can be stabilized for greater accuracy. As a bonus action, you give yourself a bonus to your next attack roll with this weapon this turn equal to your proficiency bonus, and attacking at long range doesn't impose disadvantage on the attack roll. You can use this bonus action only if you haven't moved during your turn, and after you use the bonus action, your speed is halved until the end of your turn.

Ammunition

Lead Bullet

The lead bullet is the default ammunition for every firearm, unless stated otherwise. The lead bullets of Luyarnha are alloyed with silver; they count as silvered for the purposes of overcoming resistances and immunities.

Scatter Bullet
*(requires a weapon with the **spread fire** property)*

This bullet ignores the spread fire property and is fired like a standard bullet. On a hit, the target takes your normal weapon damage and the bullet explodes, sending shrapnel flying in a 15-foot cone behind the target. Each creature in the area must succeed on a Dexterity saving throw against your Firearm save DC or take damage equal to your weapon damage.

Explosive Bullet
*(requires a weapon without the **spread fire** property)*

On a hit, each creature within 5 feet of the target must make a Dexterity saving throw against your Firearm save DC or take 1d8 fire damage. If the weapon misses, the ammunition fails to detonate.

Cannonball (Cannon)

A large, spherical iron projectile, the cannonball is used as ammunition for the cannon.

Explosive Cannonball (Cannon)

On a hit, each creature within 10 feet of the target must make a Dexterity saving throw against your Firearm save DC or take 2d8 fire damage. If the weapon misses, the ammunition fails to detonate.

blunderbuss

pistol

MOONGOLD WEAPONS

Some monsters that have immunity or resistance to nonmagical or magical weapons are susceptible to moongilded weapons, so cautious adventurers invest extra coin to plate their weapons, magical or not, with moongold.

Moongold gives a 1d4 bonus to damage rolls against nonhumanoid creatures. Moongold acts as a guiding light in the darkness; creatures holding or wearing moongold have advantage on saving throws against being frightened and madness.

You can moongild a single weapon or ten pieces of ammunition for 1000 gp. This cost represents not only the price of the moongold, but the time and expertise needed to add moongold to the weapon without making it less effective. Moongold loses its effectiveness over time; if a moongilded weapon has not been recoated in moongold after 3 months, the coating falls off, ending its effects. Recoating a weapon before it loses its moongilding costs 500 gp and refreshes the duration of the moongold.

Cannon

STEINHARDT'S MADNESS SYSTEM

Steinhardt's Guide to the Eldritch Hunt contains numerous aberrations that can assail creature's minds. The following rules and effect detail the myriad ways that characters' minds can be debased, debauched, or otherwise defiled.

Madness Effects

Madness can be short-term, long-term, or indefinite. More mundane effects, like the ones presented here, impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A creature's intellect can help it understand eldritch knowledge without breaking its mind. Characters can add their **Intelligence modifier** to saving throws they make against madness.

• When a creature becomes afflicted by madness, be it short-term, long-term or indefinite, the creature is stunned (see the condition) until the start of its next turn, and then the madness takes effect.

• A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d4 minutes.

• A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d4 × Eldritch Moons (or 1d4 x 7 days, if you aren't using Eldritch Moons in your world).

• A character afflicted with **indefinite madness** gains a new trait from the Indefinite Madness table that lasts until cured.

Madness and the Ethereal Plane

When a creature in Luyarnha enters the Ethereal Plane for the first time in a day, they must succeed on a DC 15 Wisdom saving throw or gain a short-term madness and immediately be returned to the plane they were last on. Creatures of the GM's choice are immune to this effect.

For each minute spent on the Ethereal Plane, a creature must repeat the saving throw.

Art by Roman Kuzmin

Curing Madness

Different types of madness have different methods for curing them. What can cure indefinite madness can also cure long-term and short-term madness, and what can cure long-term madness can also cure short-term madness. The opposite isn't true.

Short-term madness: A character suffering from short-term madness can be cured with a *lesser restoration* spell or by waiting for the madness to subside naturally.

Long-term madness: A character suffering from long-term madness can be cured with a *greater restoration* spell or a *modify memory* spell if the traumatic event happened in the time window necessary for the spell to work.

Indefinite madness: A character suffering from indefinite madness can be cured with a *wish* spell. Alternatively, they can be killed and brought back completely sane with a *true resurrection* spell.

If you want to make indefinite madness easier to remove, you can allow the use of *greater restoration* to cure the character if both the caster and the target are located within an area sanctified by a *hallow* spell.

> ***GM Note:***
> *A drunk or intoxicated character could suffer one or all the following effects: Disadvantage on Intelligence, Wisdom, and Charisma checks; -1d4 penalty to its attack rolls; Advantage on saving throws against being frightened.*

Temporary cures

Sometimes curing madness is impossible, and alleviating the symptoms is the only option. What can temporarily cure indefinite madness can also temporarily cure long-term and short-term madness, and what can temporarily cure long-term madness can also temporarily cure short-term madness. The opposite isn't true.

Short-term madness: A character suffering from short-term madness can be temporarily cured by:

- A *calm emotions* spell for the duration of the spell.
- Having a Momentum die (e.g., Jaeger in battle).

Long-term madness: A character suffering from long-term madness can be temporarily cured by:

- Being within the area of a *hallow* or *holy aura* spell.
- Being under the effect of a *mind blank* spell.
- Being located inside of a holy site dedicated to a god that wards off eldritch influences (such as the Radiant One or the Abyss Warden).
- Being severely under the influence of alcohol or other drugs.

Indefinite madness: A character suffering from indefinite madness can be temporarily cured by:

- Being located inside of a holy site dedicated to a god that wards off eldritch influences (such as the Radiant One or the Abyss Warden) or a *hallow* spell **and** being under the effect of a *mind blank* or *holy aura* spell.

LICENSE

This material is being released under the Open Gaming License.
OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work co
vered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 2
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co- adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.;

Steinhardt's Guide to the Eldritch Hunt, Copyright 2022, MonkeyDM Publishing SRL; author Evan Mascaro

END OF LICENSE